

Fachim'os



Campaign Began: November 25th, 2023

Final Session Was: TBD

DUNGEON MASTER: Hank Woon

[Pathfinder Wiki](#)

[Wikipedia](#)

PREVIOUS SYNOPSSES AVAILABLE

All synopses, past and future, will no longer be updated on Media Fire. They will now all be available in this Dropbox folder:

[DROPBOX FOLDER](#)

CHAPTERS

Chapter Eight: *The Halls of Harsh Reflections* by Jason Bulmahn

Tales of Greyhawk: Various adventures and one shots by numerous authors

Chapter Nine: *The Champion's Belt* by Tito Leati

Chapter Ten: Continued in AGE OF WORMS VOLUME FIVE!

Will be available in the above Dropbox folder link when complete.

CAMPAIGN RECAP

The Chultan House's Diamond Lake location, with its fresh batch of recruits, sent a delegation to the nearby seaside community of Saltmarsh to deliver a proposal. While there, the delegation (PCs) discovered a group of smugglers delivering newly smithed weapons to an offshore ship that would periodically come by to pick them up. The weapons were marked with an ancient dwarven rune which they later learned was the mark of the forgotten dwarven forge of Khundrukar. The smugglers, meanwhile, belonged to a cult calling itself the Ebon Triad. One of the council members was in league with the group, who was led by a mysterious wizard named The Faceless One.

On the way back to Diamond Lake, the players had a run-in with an eccentric swamp wizard named Katan,

and discovered that a lamia was using a shambling mound to drive creatures away from the area so she could study ancient druidic menhirs undisturbed. These menhirs were tied to the now-extinct druidic order known as The Order of the Storm.

The players continued onward, passing through the village of Marais D'Tarascon, where they uncovered the prophecy of the Age of Worms, and an undead Priest of Kyuss who summoned an army of zombies.

After defeating this evil, they continued on, passing through the small town of Delmunsters, where the corrupt mayor, recently seduced by a Demon Lord (whose symbol was that of a skull with mushrooms growing out of it) planted a doppelganger plant, which was corrupting the inhabitants.

Finally returning to Diamond Lake, Allustan -- the Chapter House's leader -- investigated the Storm Druids, the Ebon Triad, and Khundrukar. He discovered the location of Khundrukar, and also learned that in the Cairn Hills above Diamond Lake, one of the ancient cairns was rumored to be the tomb of an ancient Storm Druid. The players decided to investigate the cairn first, and after helping the ghost of a young boy who died in the tomb long ago be buried with the bones of his family, they discovered that an alchemist, who was utilizing Diamond Lake's abandoned observatory, was working for the Ebon Triad to create Kyuss Worms that could survive outside of a host body. The players then learned that the cairn belonged to none other than Hyskosa, the Storm Druid who foretold the Age of Worms, and that the druids had long ago hidden the phylactery of a dracolich named Dragotha on some other world.

Next, the players traveled to Khundrukar, where they battled through a small orc force guarding it, making their way down to the forge, where they battled Nightscale, a black dragon and member of the Ebon Triad. After defeating her, they found out that the mines were using ore from Diamond Lake, from the Dourstone Mines, run by the manager Balabar Smenk.

Returning to Diamond Lake, the players sneaked into the mines, and found beneath it an ancient, uncovered temple dedicated to the Ebon Triad and the lich-god Vecna. After battling their way through, they found the Faceless One attempting to summon the spirit of Kyuss in a new body but failing and being taken back to the Abyss by a demon instead.

Back in Diamond Lake, they found their Chultan House burning, and were threatened by Darl Quethos, a senior member of the Ebon Triad. Traveling to Cauldron, the players were then given instruction by senior members to travel to the Free City of Greyhawk and find Eligos, who would instruct them on what to do next. And now, The Age of Worms Adventure Path continues!

THE HALLS OF HARSH REFLECTIONS

C H A P T E R E I G H T



The group started out from Cauldron the following day, and reached the gates of The Free City of Greyhawk 4 days later...



GUARD

What business do you have in Greyhawk?

Highway Gate

Highway Gate



DAMIA

We are on official business from the Chultan House in Cauldron.

GUARD

You are not bringing wares into the city?

DAMIA

Well, of course we have some magical wares we would like to sell.

GUARD

Hm. Let's see it, then.



HEYYOU

HeyYou opens her bag...

The guard inspects their wares.

GUARD

15 gp to enter!

HEYYOU

There is a faint hissing, writing noise.



CORVUS

Each?

GUARD

Aye, each. And be quick about it!



DAMIA

Can't you go a little lower for me? Because I'm so sweet? (Damia bats her eyes.)

Damia rolls: $1d20 + 4 + 0 + 2 = 16 + 4 + 0 + 2 = 22$

GUARD

10 for you, beautiful.

DAMIA

Fine.

GUARD

You may enter! Enjoy your stay in the Free City of Greyhawk!



CORVUS

Wooowwwwwww

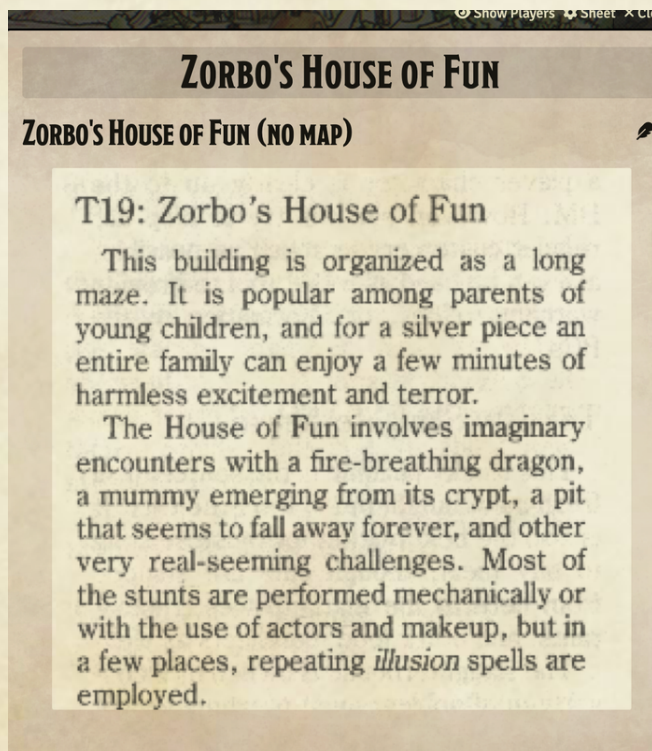


DUNGEON MASTER

Every icon on the map is clickable. If it says no map, then there is no map. Otherwise, there is a map. You are here to look for Eligos's house, but let me know if you stop anywhere along the way.

HEYYOU

Zorbo's!



DUNGEON MASTER

No map!

DAMIA

This place is overwhelming.



RAAVA

The Low Market.



HEYYOU

I really want to steal something!

DUNGEON MASTER

Up to you, but you should know the consequences in Greyhawk for stealing, if caught, are quite severe.

DAMIA

No stealing!

HEYYOU

HeyYou puts her hands in her pockets.

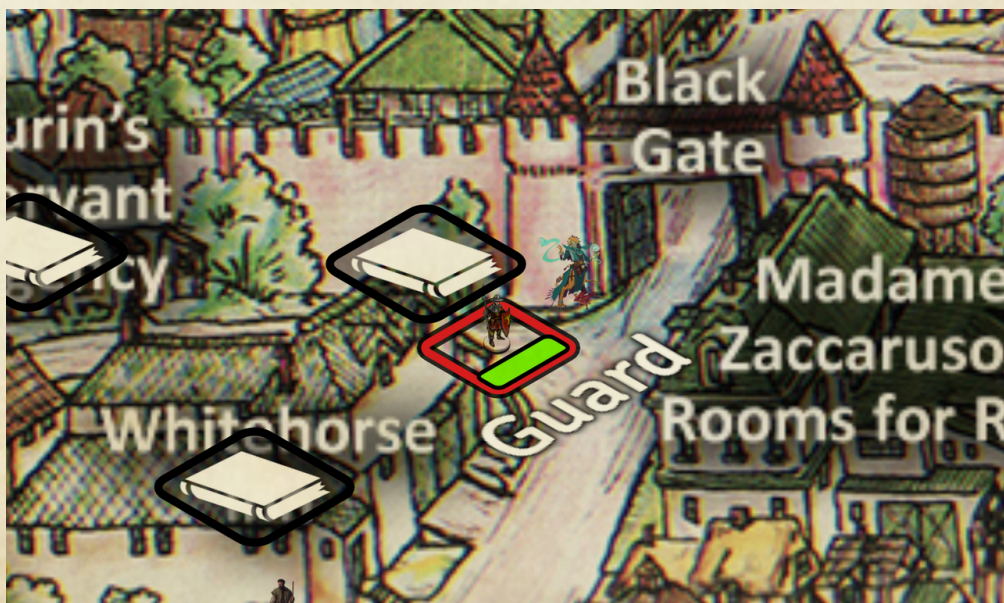
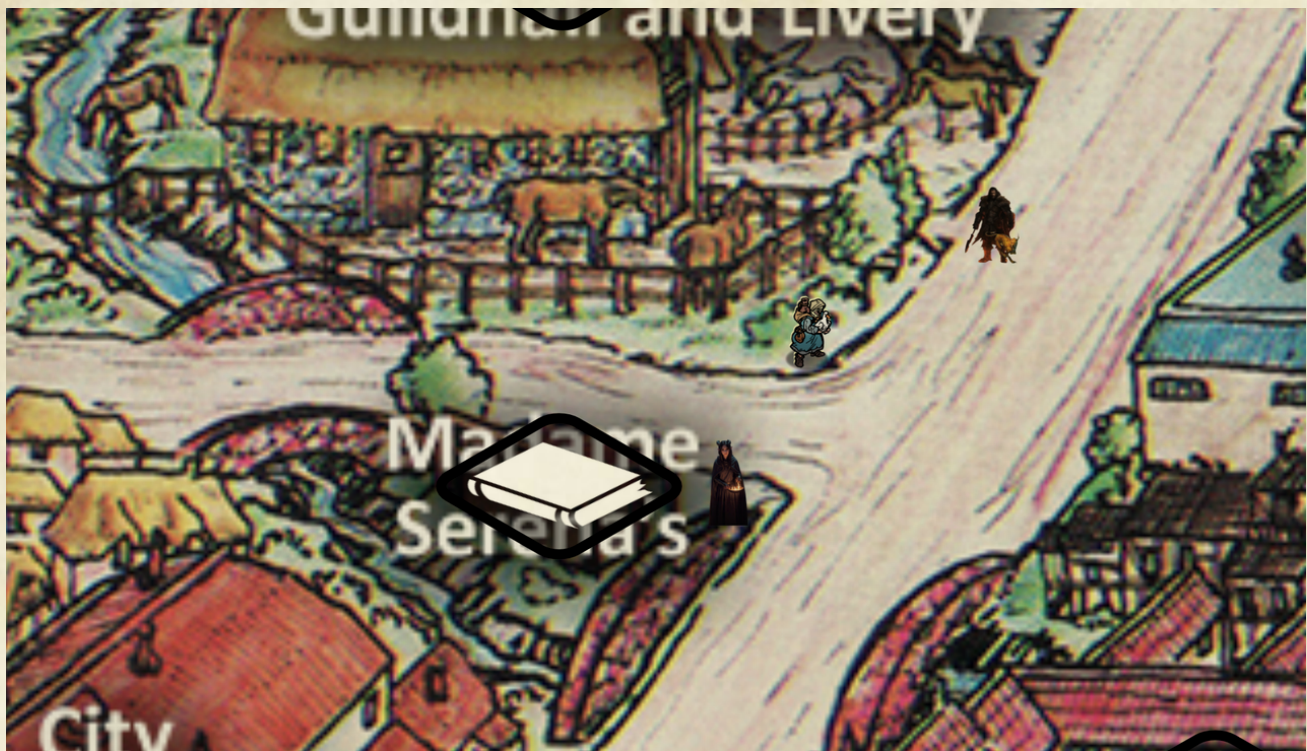
HeyYou gets interested in checking out a few other places, but each first choice has no map!

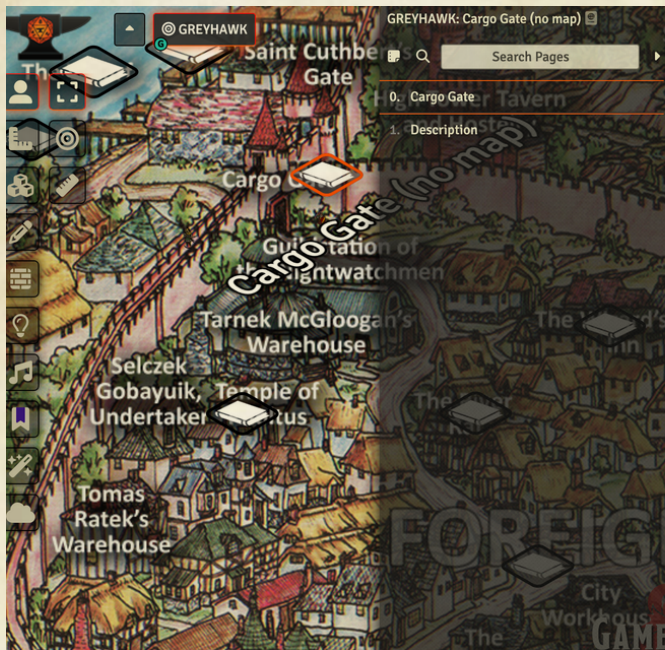
DAMIA

We could probably spend hours in this city. I say we just make for our contact. Trying to save money for my bracers anyway...

Though the others agreed, the session was at its end, so this is where we left off... until next time!







Initializing World...

Raava joined.

Damia joined.

HeyYou joined.

When we last left off, the players were exploring Greyhawk, searching for the home of Eligos, which they were told lay somewhere in the northern part of the city...



HEYYOU

A Daggerarium sounds nice. I recently lost my +1 scalpel.

The group heads to Fedroot's Daggerarium.



DAMIA

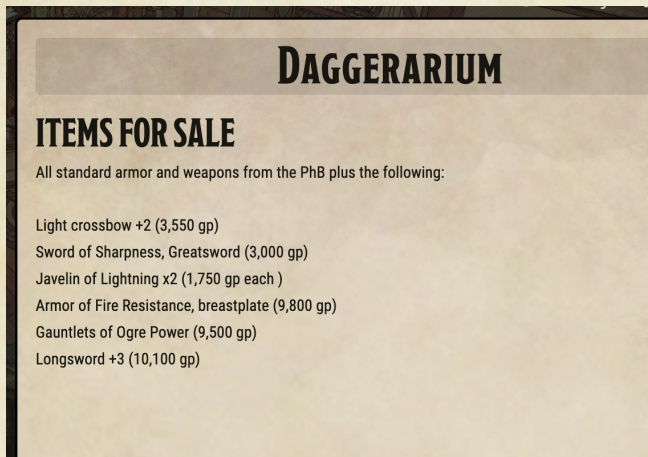
All very nice, but not what I'm looking for.

HEYYOU

I'll take 3 daggers.

Next they head to Aurora's Emporium...





DAMIA

Damia eyes the pistol.

Damia winds up buying a pistol and 20 bullets before the group next heads over to Madame Serena's for a reading for Damia...

MADAME SERENA

Beware the false tears of the false prophet. Her sadness is glee, and the misfortune of others her ecstasy. She will give you guidance, but lure your soul.

After that cryptic prophecy, the group heads to check out Melgore's Corner...



DAMIA

Normally I'd tell a fighter to go first... oh, wait... HeyYou, go sniff things.

HEYYOU

Okie-dokie.



But as HeyYou is going one way, Raava decides to open another door...



DUNGEON MASTER

Roll for initiative!



RAAVA

.....

WEREWOLF

The Ebon Triad has been expecting you!



They slay the creature and find a key on a chain around its neck, which shows the mark of a dock and sagging warehouse.

During the battle, HeYou suffered a nasty bite to the neck...



DAMIA

I inspect HeyYou's wound.

HEYYOU

HeyYou looks offended and pushes Damia back.

DAMIA

We're going to need to get that seen to.

The group then quickly heads to a nearby temple dedicated to the goddess Tymora...

DYNAMIC MAPS

This was the first map of the campaign that utilized the dynamic walls, created by Grapejuice (same designer who made the isometric mod for Foundry that we've been using).

It's quite a nifty little design, allowing you to attach walls to doors, so when the players open them, the wall tile vanishes, revealing the room behind it.





The group enters the temple and explain the situation...



ZARIEL

I see. I can cure your friend of her curse for a small donation of 500 gp.

HEYYOU

HeyYou bolts!



The group pays for the spell, and they then head to the High Market...



They approach Hagar the Fair...



HAGAR THE FAIR

Hello! Are you interested in buying something? Or perhaps you are looking for a little... work?

DAMIA

What kind of work do you have?

HAGAR THE FAIR

There is a rival of mine. A rather squirrely fellow...

HEYYOU

HeyYou pulls a squirrel from her bag.

HAGAR THE FAIR

He as of late has come into possession of some rather peculiar items. Items that I know, in fact, he could not be getting through any legitimate means!

HEYYOU

HeyYou nods along.

DAMIA

And you would like us to boost one of these items?

HEYYOU

HeyYou nods along.

HAGAR THE FAIR

I would like you to discern where he is getting them.

HEYYOU

HeyYou goes still.

RAAVA

Raava is wary of HeyYou's stillness.

HAGAR THE FAIR

You can find him in Shack Town – the only merchant there peddling wares. If you do, I will pay each of you 2,000 gp. Fair, nay?

HEYYOU

HeyYou strolls slowly out with hands in her pockets, whistling...

DAMIA

That sounds quite fair.

HAGAR THE FAIR

Excellent! Once you know more, return to me here!

HeyYou rolls **SLEIGHT OF HAND**: $1d20-1 \Rightarrow 11-1 = 10$

Dungeon Master rolls: $1d20 + 4 = 16 + 4 = 20$

MERCHANT

Stop! Thief!

DAMIA

Oh, no.

HeyYou is quickly surrounded by guards!

RAAVA

I wonder what kobold that is?

DAMIA

Yeah, we really don't know her.

HAGAR THE FAIR

Hold there! I, Hagar, speak for this creature! (pays the merchant)

DUNGEON MASTER

The guards, satisfied, turn and walk away, but then Hagar looks at you all with a grin, "Now you will do this thing for me for only 1,000 gp. Fair, nay?"

DAMIA

Sigh. Fair.

The group leaves the High Market and continues their search for Eligos's home, checking out places along the way...

DAMIA

Maladin and Eledrin's shop! It looks spooky!

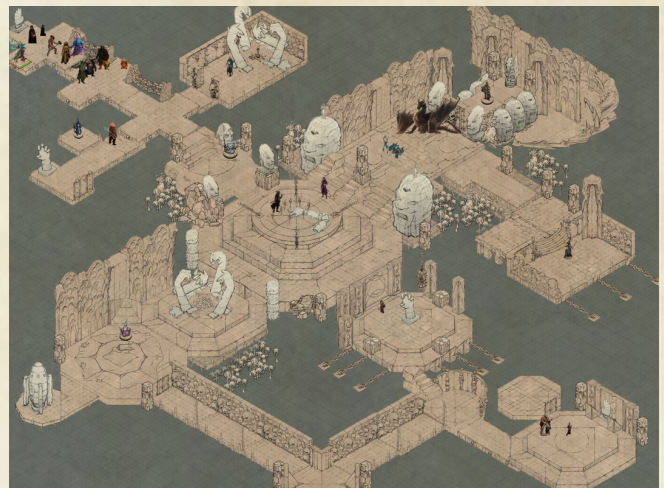
HEYYOU

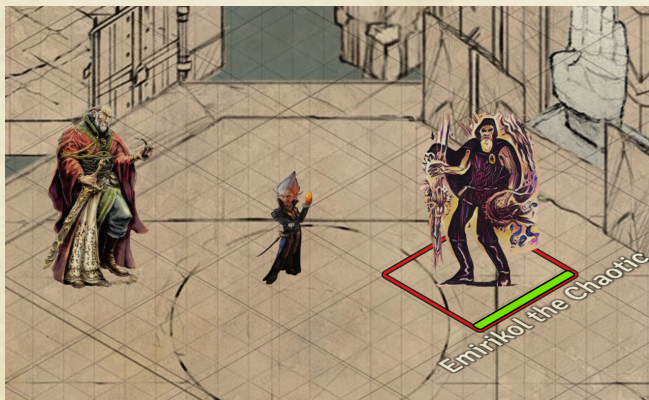
HeyYou walks dejectedly behind Damia, sad she could not pull off any magnificent shenanigans in her brief period of allowance and respite.



As it turns out, the shop sells all manner of potions, exliris, draughts, poisons, etc. After stocking up on a few things, they continue on their way, deciding to head to Shack Town and look for the merchant.

But on the way, they get distracted by the Guild of Wizardry and decide to check it out first...





RAAVA

A dragon!



FATALIS

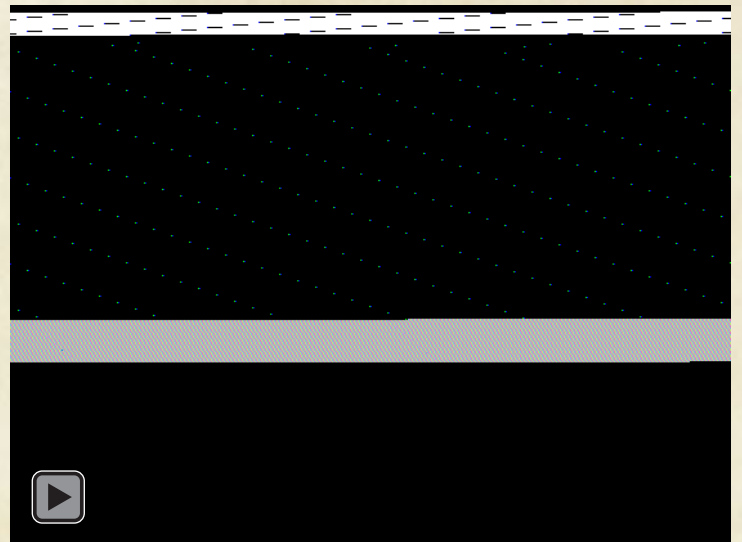
Hello, young one. I sense magic in you. Have you come seeking guild membership?

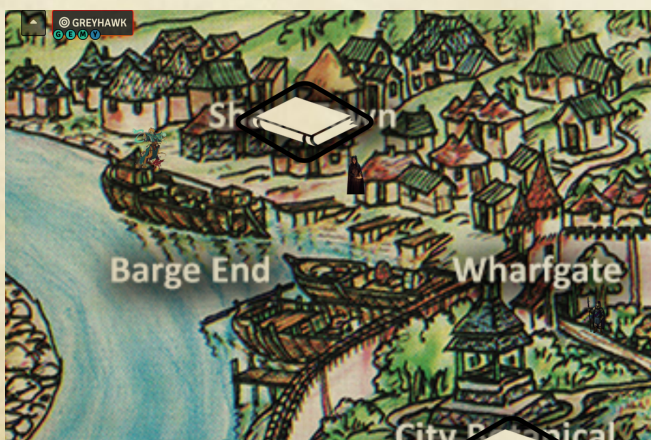
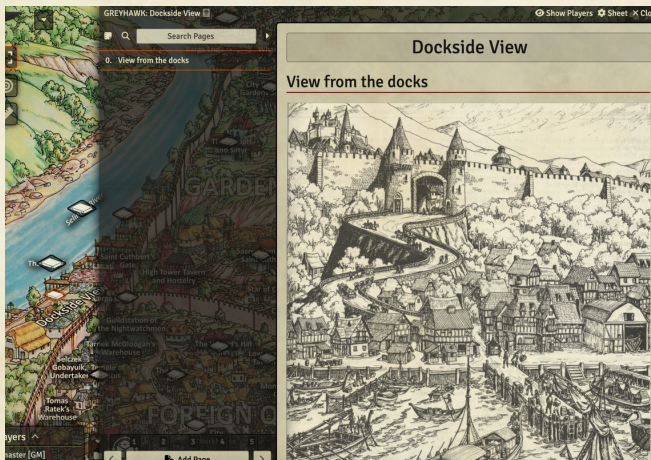
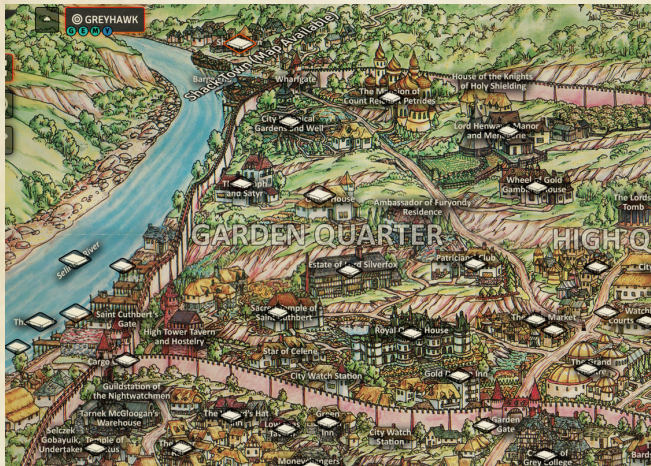
Raava joins.

RAAVA

Yay, unionized!

After asking directions to Shack Town, the group continues on their mission to find the merchant...





They have no trouble finding Marcellus the Merchant...

MARCELLUS THE MERCHANT

Hello! Have you come to inspect my wares? Best in Shack Town!

DAMIA

Hey, there. Yes, what exactly are those?

MARCELLUS THE MERCHANT

Astral shards! Quite a deal! Can't get them anywhere else!

DAMIA

And what do they do?

MARCELLUS THE MERCHANT

They increase magical abilities for a time! They're from the Astral Sea, ya know!

RAAVA

Never heard of them. Are they rare?

MARCELLUS THE MERCHANT

Extremely! But I sell them at a premium!

DAMIA

All the way from the Astral Sea? How did you get them here?

MARCELLUS THE MERCHANT

(Looks around) Promise you won't tell no one?

DAMIA

Oh, my lips are sealed! (bats eyelashes)

HEYYOU

HeyYou shrugs.

RAAVA

We're out-of-towners. No one to tell.

MARCELLUS THE MERCHANT

There are some strange critters in the forest outside of Greyhawk. They have a ship, see? They've been sellin' 'em. Buyin' up slaves, ya see? So I get them for a good deal, yeah? Sell 'em for a nice profit! So, uh, how many will ya be needin', then?

RAAVA

Strange critters?

MARCELLUS THE MERCHANT

Yeah, they're a strange race. Kinda ugly and mean. But small! Have some tough bodyguards, though...

HEYYOU

HeyYou wishes she brought a cleaver. Eyes the large man.

DAMIA

Oh, I'm afraid these are out of our price range. Was just curious.

MARCELLUS THE MERCHANT

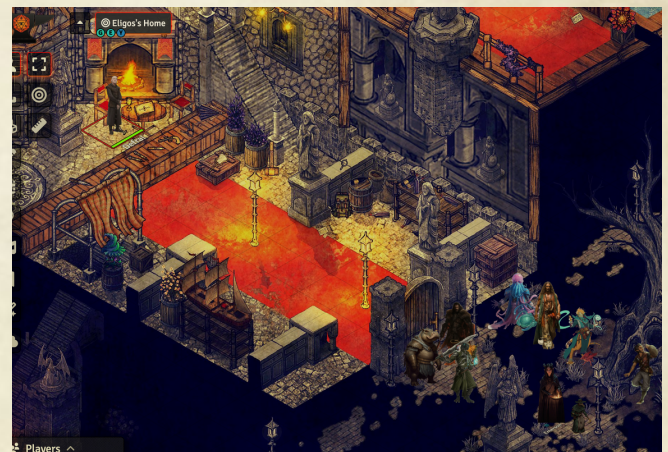
Ah, shucks. Well if ya be changin' your mind, you know where to find me!

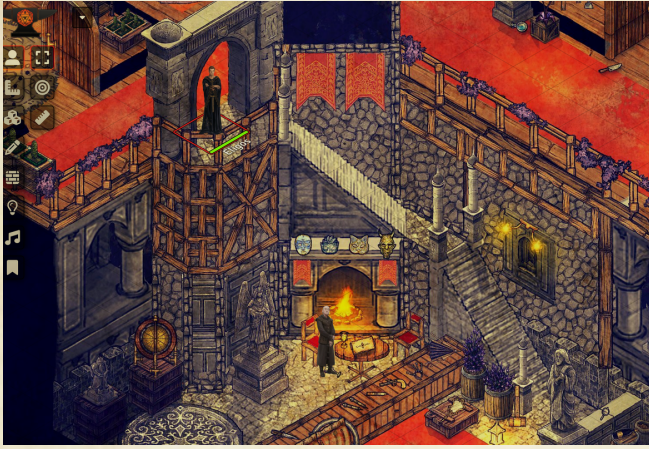
The group then heads back to the High Market to tell Hagar what they learned and collect their reward. He then offers to pay them even more if they investigate the sellers in the forest outside of Greyhawk.

But first, the group decides to find Eligos's home...



At this point, Mike (aka Damia) had to leave for the day, reducing the group to 2...





ELIGOS

About time you got here. I am Eligos. Please come upstairs.

They go upstairs, and Eligos introduces them to four other guests of his...

Celeste, Fario, Fellian, and Shensen.

They tell him about the werewolf attack, and he indicates it is as he feared—the Ebon Triad already knows they are in the Free City!

ELIGOS

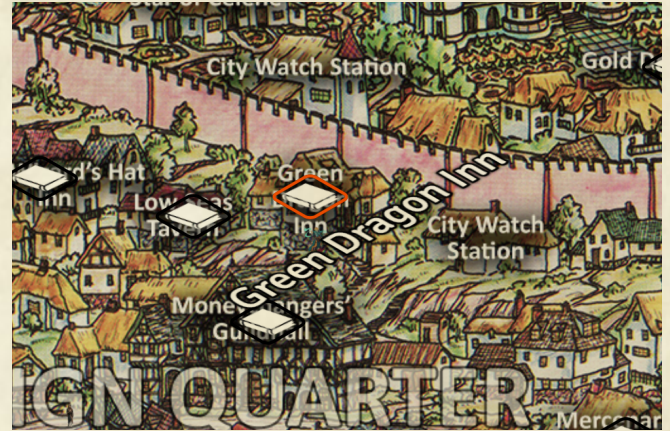
It is time you learned about The Chisel. Throughout this world known as Faerun, there is a group that dedicates themselves to the forces of good. They are known as The Harpers. One of their leaders is a powerful wizard named Elminster. The Harpers' other leaders never saw a need to put much effort into this land of Chult. So Elminster sent several of his clones here to create a splinter group to watch over this land—The Chisel. Most perished last year fighting an army of a fire giant named Skaithen. Shortly after, an adventurer named Dallen Yadwick started the Chultan House. Seeing this as an opportunity, Elminster commander the survivors of The Chisel to join with the Chultan House. The Chultan House is now pacifying this region, which aligns with our goals. But some of us still secretly report to Elminster. Last year we stopped a powerful cult named The Cagewrights from opening a portal over Cauldron. Now, it seems, we must stop the Age of Worms. Now that you know the truth, will you help?

They agree, and Eligos tells them that he has made accommodations for them at the Green Dragon Inn, and there they will stay until called for, though they may continue exploring Greyhawk. He also identifies the mark on the key as belonging to a warehouse in the Wharf District known as The Sodden Hold.





The 2 then head to the Green Dragon Inn and claim their rooms...



CELESTE

In The Shattered City campaign, Celeste was disguised as a noble woman. Now that she is working in Greyhawk, she has changed her look to better accommodate blending into the Free City.

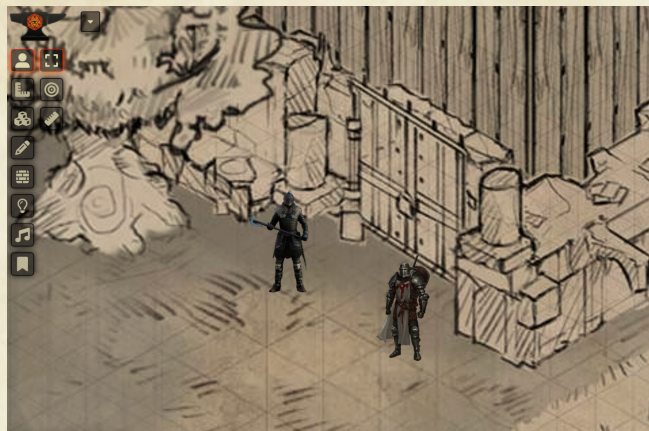
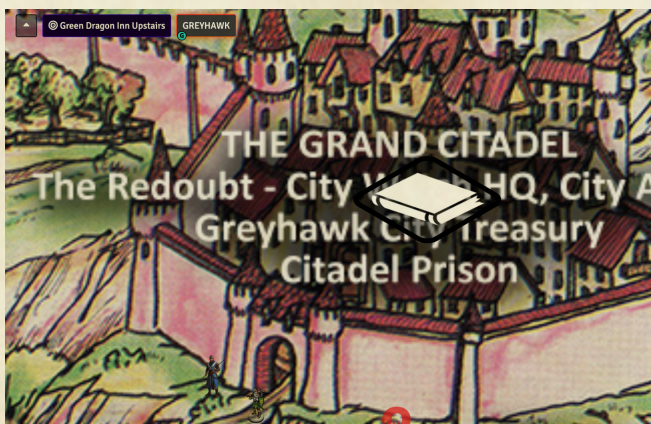




DUNGEON MASTER

This is your new home base as long as you remain in Greyhawk, replacing the Chultan House.

After resting and getting some food, the two decide to explore the city some more, starting with the Grand Citadel.



After looking around, Raava discovered one of the 4 hidden coins!



MINI GAMES & SIDE QUESTS

Greyhawk has a lot of side quests and mini games. For example, the adventure hook from Hagar the Fair is a side quest, as is finding 4 coins spread throughout Greyhawk. If all 4 coins are found, the players will have access to a Legendary Ally, which they will be able to summon into combat once per the campaign to fight alongside them. Three more to go!

They decide to check out the Great Library next...



RAAVA

What a dump.

LIBRARIAN

Shhhh!

RAAVA

Sorry.



Finding nothing of real interest in the library, they decide next to check out Greyhawk's botannical garden...



Better late than never, Tim aka Leif arrived! Now 3 strong again, the group decides to check out the slavers in the forest...



HEYYOU

I go greet Lini.



LINI

Hello...

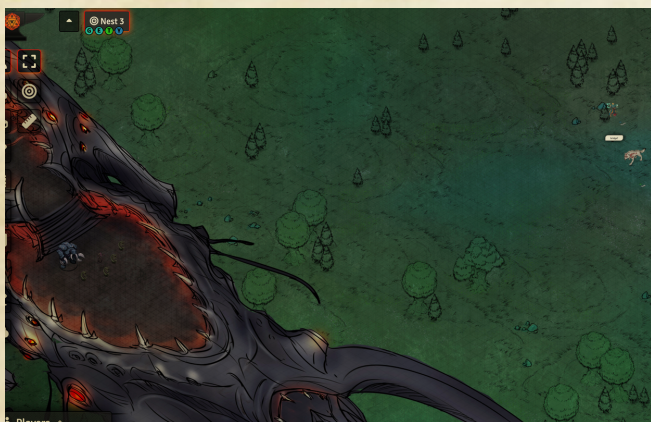
Leif Forestfriend joined.



Seeing what they're up against, Leif immediately transforms into a dire wolf!



They discuss their plan, and decide to sneak up and board the ship...



Once in position, Raava unleashed her breath weapon, and HeyYou pulled out the medusa's head, turning them all into stone!



The head fell apart after that, but it was well worth it. The 3 then made their way down into the lower hold of the spelljammer ship, where they found the true masters—a nest of neogi!



After defeating the neogi, they realize that they were using the slaves as human batteries to fuel their ship, as their spelljamming helm is missing! But they also find evidence that they were trying to track a new helm down, and their research gave them a clue—somewhere called “Twilight Hollow.” After Leif puts the slaves out of their miseries (as there was no saving them), they returned to the High Market to get their reward from Hagar.

And that’s where we left off... until next time!

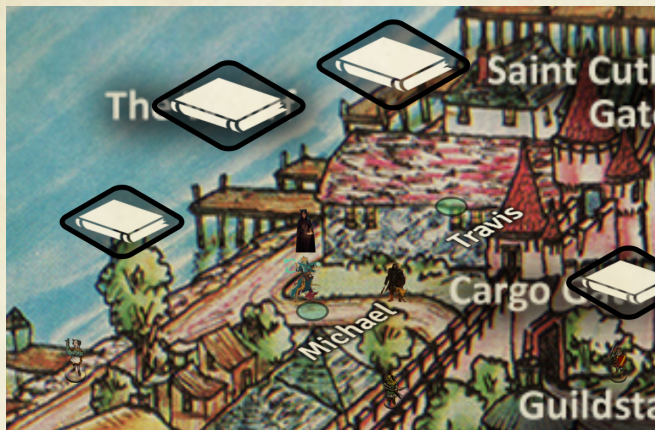


CREST OF GREYHAWK

Initializing World...

Coten joined.
Corvus joined.
Raava joined.
Tarator joined.
HeyYou joined.
Damia joined.

After a good night's sleep at the Green Dragon Inn, the party decided to investigate the Sodden Hold in the Wharf District...



HEYYOU

Climb to the rooftops, please.

HeyYou rolls: $1d20 + 2 + 0 + 4 = 15 + 2 + 0 + 4 = 21$



DUNGEON MASTER

You easily scramble up.

The party begins to look around for the Sodden Hold...



CORVUS

Do we want to chat with the locals? They look like a colorful bunch.





HEYYOU

Urakeer takes bribes. Just saying. HeyYou grew up in Greyhawk.



URAKEER

For anyone who read the Shackled City Adventure Path, Urakeer was a character in Dallen Yadwrick's backstory. I never had a chance to loop him into the campaign, but I wanted to give him a little cameo here.

Scrambling across the rooftops, HeyYou finds the Sodden Hold...



They go inside...



MICKLES

Hello...

HEYYOU

HeyYou would like one meat, please.

MICKLES

5 silver, little one.

HEYYOU

Done.

MICKLES

So, come for a meal, eh?



DAMIA

(whispering to Coten) So do we show him the key or just poke around?

DUNGEON MASTER

Everyone roll Perception.

They do, but only Corvus notices that the 2 upstairs have quietly nocked their arrows!

DUNGEON MASTER

Roll for initiative!

Naturally, the first hit of the night is an arrow to Corvus.



COTEN

Corvus the arrow catcher. Good to have you back.

DUNGEON MASTER

After the bodies fall, their skin seems to melt... no, not melt... *change* into a sickly grayish green color. Smooth of texture. These are featureless beings, not human at all!

CORVUS

I hope I didn't recklessly kill an innocent shopkeep.

DUNGEON MASTER

No, the shopkeep also turned into one of the strange creatures.

CORVUS

Ah, okay. Then I'm going to eat the entire turkey on that table.

DUNGEON MASTER

Corvus sits down and starts eating.

Meanwhile, the others find a trapdoor in a backroom.

COTEN

Someone not wearing clanky armor should take a listen at the trapdoor.

HEYYOU

'kay.

HeyYou rolls: $1d20 + 3 + 0 = 5 + 3 + 0 = 8$

HEYYOU

Sigh.

DUNGEON MASTER

You hear Corvus chewing.

CORVUS

Sorry, all done!

DAMIA

Let me listen.

Damia rolls: $1d20 + -1 + 0 = 5 + -1 + 0 = 4$

DUNGEON MASTER

You hear Corvus burp.

CORVUS

Whoever bunks up with me back at the Green Dragon Inn later will likely hear something else.

COTEN

lol

Raava checks next and can hear the sound of running water:



RAAVA

I'm out. Not going through that again.

Referring to the water trap back in the Labyrinth of Vecna!

COTEN

Okay, so I'll open the trap door, then. Meat shields up front?

DUNGEON MASTER

When you open it, you find a ladder leading down into the Greyhawk sewers.

COTEN

Anything visible?

DUNGEON MASTER

Other than the ladder and sewage you can see a flickering light below, like perhaps a torch in a sconce.

HEYYOU

Touch of stealth on Damia. She has advantage for 1 hour.

DAMIA

You crazy? I'm not going first.

They finally settle on an order of descendance and head down...



DAMIA

It's quiet... too quiet...

They creep down the sewer, with HeyYou stealthily in the lead...



HEYYou

Bad guys, 12 o'clock.



HEYYou

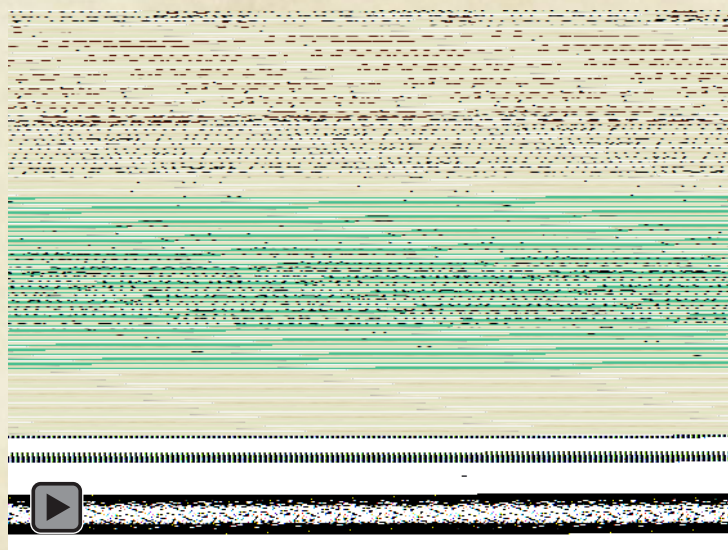
Uh, 2 o'clock...



HEYYou

HeyYou cannot actually tell time on a clock.

They eventually lure one of the dopplegangers over and ambush them...





The group eventually dispatches the villains, and head deeper into their subterranean lair...



TARATOR

I would like to scream and run away, but I don't.



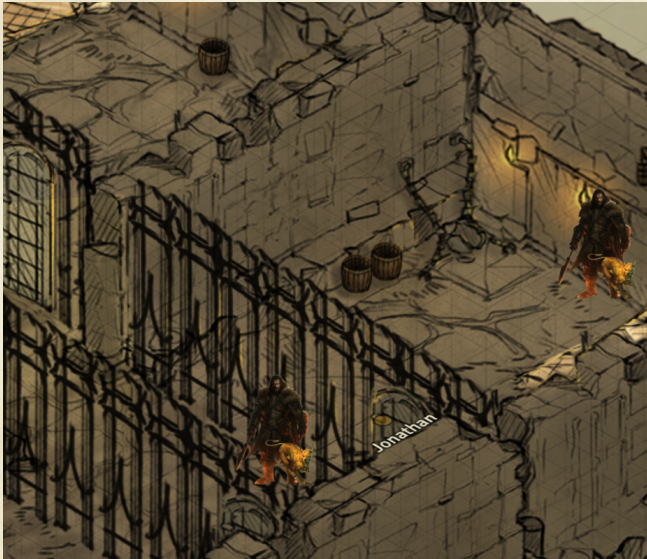
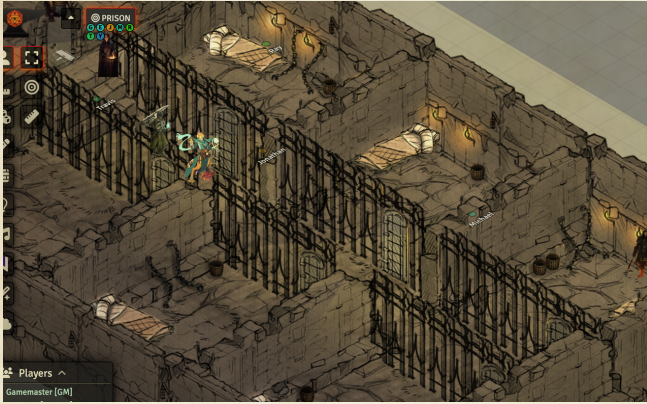
They defeat the drow, and find a letter:

DUNGEON MASTER

It is from someone named LORD RAKNIAN... it instructs the drow and the dopplegangers to "handle" the "enemies of the Triad" and mentions how "the Chultan House insects" are coming to Greyhawk...

They continue on and discover a long row of prison cells. All are empty, except the last one...





CORVUS

Is there supposed to be another me in this cell....? I'm a little creeped out.

JAILED CORVUS

You found me! Let me out of here! That's an imposter! I'm the real me--don't believe him!

HEYYOU

Shoot arrows at it!

COTEN

If you miss, it's not Corvus.

DAMIA

Better drop the act, doppleganger.

JAILED CORVUS

You have to believe me!

TARATOR

I believe him.

JAILED CORVUS

I was asleep in the inn, and they attacked me in my room!

[8/24/2024, 11:54:42 AM] HeyYou Light Crossbow
Simple Ranged A small crossbow with a wooden haft and a tense cord which is capable of firing a single bolt which can puncture even heavy armor at close range.
Attack Damage

HeyYou rolls: $2d20kl + 3 + 2 = 8 + 3 + 2 = 13$

DUNGEON MASTER

Miss!

JAILED CORVUS

Hey, I know I'm the pin cushion, but don't shoot me!

RAAVA

Great. So kill it?

HEYYOU

The real one is with us. That's my medical opinion.

CORVUS

Surely you can tell by my odor.

JAILED CORVUS

I'm the real Corvus!!! We were part of the Chultan House!

TARATOR

Tell us something only Corvus would know (it's a trick; we all know Corvus only knows how to take arrows).

JAILED CORVUS

Allustan was murdered!

CORVUS

Bro, no one's buyin' it. What are you?

RAAVA

A doppleganger.

JAILED CORVUS

(To Corvus) You shut your mouth! When I get out of here, I'm going to use your skull as my drinking goblet! What are YOU?!

RAAVA

Castrate it, please.

JAILED CORVUS

LET ME OUT! Coten! Coten! We fought a dragon! Remember?

DAMIA

Let me talk to it.

JAILED CORVUS

Damia, we explored a haunted house! Later, I hooked up with a Vistani chick! I think she had a name... anyway, that part isn't important.

CORVUS

Well, this is creepy.

TARATOR

I like this guy, even if he's not the real one.

HEYYOU

What monster face did I carry for 6 sessions?

JAILED CORVUS

That crazy serpent lady! FROM THE SWAMP! THE BOAT WAS A MIMIC!

CORVUS

It just has my memories.

JAILED CORVUS

Tarator, that's how you got the mushroom! Remember? The guy who couldn't sing? And the giant alligator?

HEYYOU

Clones have memories.

JAILED CORVUS

I'M THE REAL CORVUS!!!

CORVUS

I'm going to move away from it. Then try asking it some questions.

Corvus goes back to the main room.

JAILED CORVUS

Raava, we met your mentor in Cauldron!

RAAVA

Please don't include me in this discussion.

Raava follows Corvus into the other room.

DAMIA

You can tell me who you really are. I'm your friend.

[8/24/2024, 11:57:59 AM] Damia Charm Person 1st Level • Enchantment You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them. DC 14 Wisdom Saving Throw Wisdom Saving Throw V, S 1 Action 1 Creature 30 ft 1 Hours Effects

Jailed Corvus fails his saving throw.

JAILED CORVUS

Hi, Damia. You like pretty flames.

DAMIA

Tell me who you really are. I won't tell.

JAILED CORVUS

I am Corvus the Barbarian.

DAMIA

Uh oh...

Then, in the other room, Corvus – the one Travis had been playing this whole time, transforms into its true form!



DUNGEON MASTER

CORVUS! The other night, you were in your room, and you heard something that woke you up, coming from the window. When you peeked out, several hands grabbed you and YANKED you out. They must have cast a *sleep* spell, because the next thing you knew, you were in this cell. And this is where you've actually been ever since.

CORVUS

!!!

RAAVA

.....

DOPPLEGANGER

HAHAHAHAHAHA

DUNGEON MASTER

ROLL FOR INITIATIVE!

CORVUS

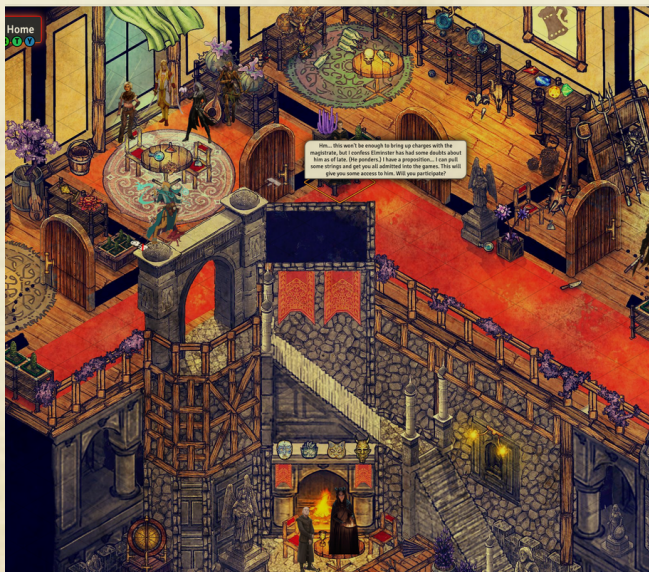
Mind blown.

The group battles the new doppelganger, who is more powerful than the ones who came before it. But eventually they whittle it down, and it tackles Coten, taking his form!



They separate the two, but can't figure out which one is the real Coten. HeyYou produces 1 truth serum that she has, and gives it to one of the two, who rolls a Nat 1! Forced to tell the truth, the one who took it happened to be the real Coten, and they quickly dispatched the other one.

After that, the heroes went to Eligos's home to report what they discovered...



ELIGOS

Welcome back. What news?

DAMIA

Tell me, my lord, do you know the name Lord Raknian?

ELIGOS

Of course. Lord of the Championship Games. Ex gladiator who now runs the annual contest. In fact, they are preparing for the contests now. They are to begin in the coming weeks.

DAMIA

Well, he apparently sent a hit squad of drow after us, not to mention some doppelganger unpleasantness...

ELIGOS

Oh? You have proof of this?

DAMIA

(Shows the note.)

ELIGOS

Hm... this won't be enough to bring up charges with the magistrate, but I confess Elminster has had some doubts about him as of late. (He ponders.) I have a proposition... I can pull some strings and get you all admitted into the games. This will give you some access to him. Will you participate?

DAMIA

Damia looks to Coten.

COTEN

If it gets us closer to solving this and getting my hands on the Faceless One.

HEYYOU

I'll go. (HeyYou puffs chest out proudly.)

TARATOR

This sounds exciting.

RAAVA

What will the games be like?

ELIGOS

The games are a series of battles in the arena. You will be pitted against other teams. It's a process of elimination. If you make it to the top, you will have to fight a monster that the previous winners captured. No one knows what it is, but it's tradition that the current champions can capture any monster and set it upon their challengers. And then, if you pass all of these trials, you face the champions. The winner will be alone with Lord Raknian afterward. If truly he knows who you are, he will likely make some sort of play against you, and we can be ready to catch him in the act.

DAMIA

Sounds like a good time.

ELIGOS

It will be a few weeks before the combats start. However, in the meantime, you may continue to explore Greyhawk. I will call upon you when the games begin.

The group leaves their patron's home and heads back out into the city. They decide to investigate more, first heading to the thieves guild...

And that's the end of Chapter 8... keep reading to continue on to Chapter 9!

AGE OF WORMS

TALES OF GREYHAWK

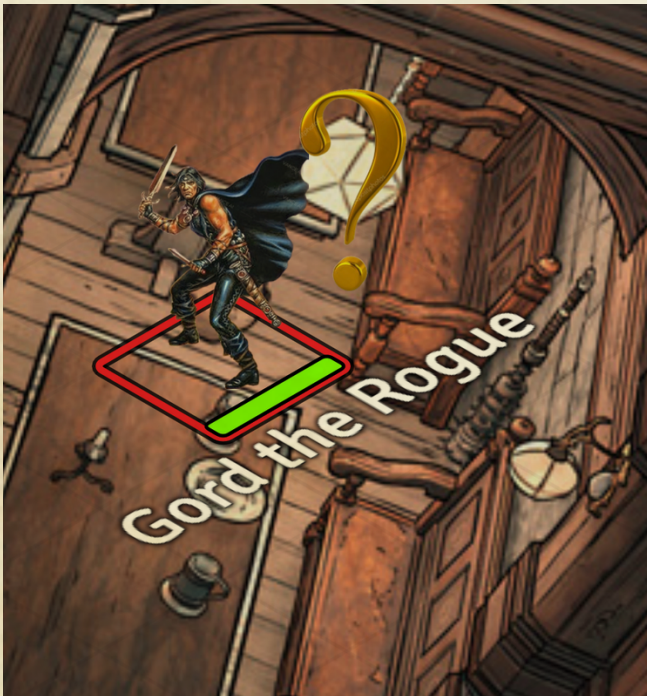
TALES OF GREYHAWK

A Campaign Log for the Age of Worms Adventure Path



RAAVA

There's a quest.



COTEN

Coten tightens the cinches on his coin pouch.

They approach.

GORD THE ROGUE

Hello there, friends. I was curious if you'd be interested in a discreet mission.

DAMIA

Does it pay well?

GORD THE ROGUE

A city guard has been murdered near here. In our territory. Before word gets out, I have convinced the guard captains to let us look into it.

RAAVA

He was killed by a thief?

GORD THE ROGUE

If it turns out to be a thief who did it, we will hand out justice, for the guard was not sanctioned to be murdered.

COTEN

You want us to try and identify the perpetrator? Or disposed of?

GORD THE ROGUE

Both.

CORVUS

Sounds good.

HEYYOU

Sounds fun.

After agreeing on the sizeable reward offered, they head out, following Gord's directions to a nearby shop...



After explaining to the guards that they were sent by the thieves guild, they are allowed inside to investigate the crime scene...



When they arrive, they quickly meet resistance, and a blood bath begins as they fight their way through!



They investigate the body, concluding that all of the blood belonged to the victim, and though he had his sword out and was clearly fighting, there is no evidence of any others in the room with him.

They also find a finely wrought dagger of BLACK STEEL. After investigating it, Raava finds arcane runes etched upon its pommel. She reads it...

DUNGEON MASTER

“Vlek ha-lara.” It means BLADESTAR. Suddenly, after you read the words, a SPIRIT comes forth from the dagger!



The spirit possesses Raava, and they learn it is a revenant. It was unable to possess the city guardsman, and so instead slew him. But now that it has Raava under its control, it demands they seek out vengeance for the one who murdered him – a rogue who operates in a nearby cavern along the river outside of Greyhawk. The group agrees, and they follow the possessed Raava to the hideout.



They finally reached the source of the spirit's ire!



BEN WYVERNTHORN



After slaying him, the spirit left Raava, finally at peace. With the spirit gone, the dagger, Bladestar, turned out to be a +3 dagger, which Raava gifted to HeyYou.

After retrieving their reward from the thieves guild, they decided next to take all of their newfound loot and check out the Wheel of Gold Gambling House.

COTEN

We may be underdressed, lol.



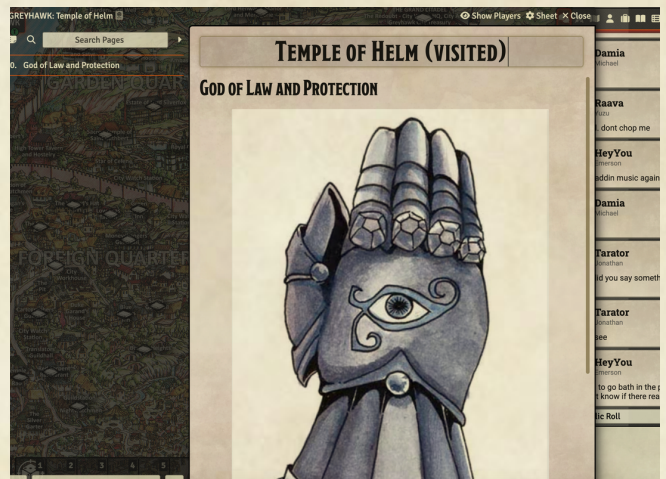
HeyYou and Damia decide to indulge in some gambling while they're there...



Afterward, they head back out into the streets of Greyhawk.

DAMIA

Temple of Helm... see if they have any big healing potions?





DUNGEON MASTER

Nothing for sale here, but they are accepting donations.

DAMIA

Do we get anything for our donations?

DUNGEON MASTER

The blessing of Helm.

CORVUS

I'll donate 10 gp.

TARATOR

I'll donate 10 gp.

RAAVA

58 gp.

HEYYOU

I'll take their donations back out.

HeyYou rolls: $1d20 + 3 + 0 + 4 = 2 + 3 + 0 + 4 = 9$

HEYYOU

d'oh. RUN!

Cutting their trip to the temple short, they head back out onto the streets of Greyhawk with a bit of haste.

CORVUS

Guildhall of Performing Artistes?



There, they accept a quest to find a woman tiefling's missing cat – one that wears a backpack.

RAAVA

What's his favorite food?

ARABEL

Honestly, he will eat just about anything. Though he loves beer.

RAAVA

...kay.

HEYYOU

Yup. Greyhawk.

And that's where we left off... until next time!









*Initializing World...
HeyYou joined.*

*Only HeyYou managed to show up for this session, so
this became...*



*On a mission to find a beer-loving, backpack-wearing
cat somewhere in the south of the city, HeyYou decided
it would make the most sense to first check out the
Millhouse Brewery...*



HeyYou quickly finds the very cat she was looking for!



HEYYOU

Is it sober?



DUNGEON MASTER

It looks quite relaxed.

HEYYOU

Well then it won't mind going into my doctor bag.

HeyYou takes it back to the Guild of Performing Artistes and produces the cat, which leaps out of his hands and transforms into a lean man with cat's eyes – The Cat Lord!



THE CAT LORD



DUNGEON MASTER

LEGENDARY ALLY: You now have your first Legendary Ally! The Cat Lord may be called upon **ONCE** during a battle in this campaign. It will fight for you the entire battle. Choose wisely.

HEYYOU

Yay! I write it down.

HeyYou then heads back into Greyhawk to decide where to check out next...



HEYYOU

HeyYou rubs her hands together.

Eager to steal from some rich folk, HeyYou heads to Lord Hemway's manor...

HEYYOU

HeyYou is not going through the front door.

HeyYou peeks through a window.



DUNGEON MASTER

What you see if a finely dressed lord speaking to a rather frantic-looking gnome woman.



HeyYou elects to climb up the roof and shimmy down so he can hear what they are saying...

DUNGEON MASTER

You can hear the gnome gal speaking urgently to the lord, saying the city does not have much time...

HEYYOU

Keep listening.

DONELLA

You must send someone immediately, or the city will be destroyed!

LORD HENWAY

I can alert the city guard...?

DONELLA

The city guard will be no match! You need someone who can be stealthy!

HeyYou has heard enough—he sneaks out and stealthily approaches. After pickpocketing the Lord, he announces himself. After volunteering, Donella convinces the Lord, who is unsure about their would-be savior, to give him a chance. She then explains the situation...

DONELLA

My people are a race of gnomes who once lived below the city of Cauldron. We had a city named Jzaridune, but it was struck down a century ago by a terrible, magical disease. Those of us who survived fled. We built a new city... a WALKING city. We were returning to this land to see where our ancestors hailed from when we were attacked, and our city taken over by brigands! They are now using our city to march on Greyhawk with the plan to destroy it!

HEYYOU

HeyYou nods along.

DONELLA

I escaped. I know a secret way in. I can show you! Will you help me free my people?

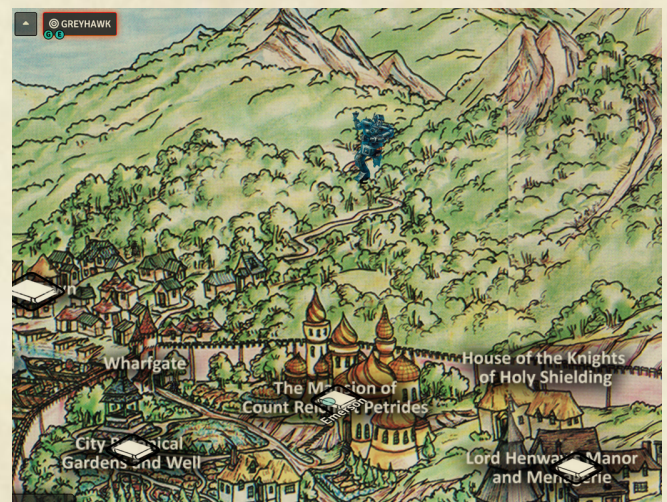
LORD HENWAY

Er, are you sure this will work? (Looks pointedly at HeyYou.)

DONELLA

It has to!

HeyYou agrees, and Donella leads her to the north. As they approach, HeyYou begins to hear a low, booming cadence, growing closer, until at last an immense machine appears, marching toward Greyhawk!





Donella leads HeyYou to a secret door in the foot, and HeyYou scrambles up inside.

DUNGEON MASTER

You find 2 gnomes inside.

SHAMILA

Thank the gods!

SALLA

Wait, seriously, you are all she sent?!

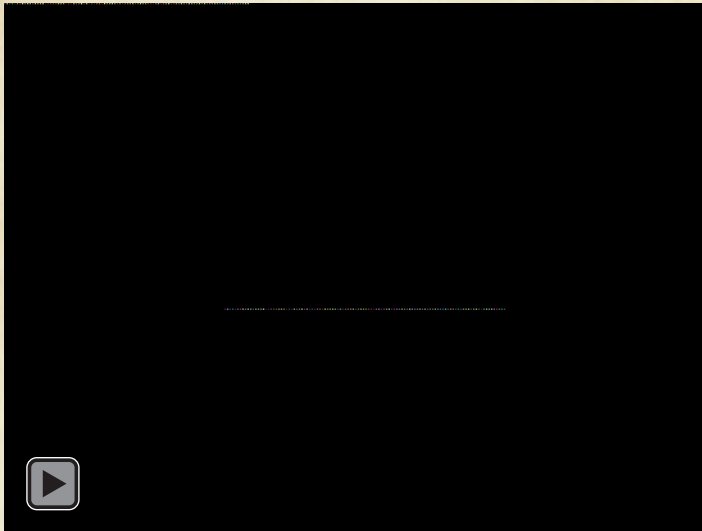
HEYYOU

Don't make me remove my mask, gnome. (HeyYou reflects fondly of her last gnomeflesh meal...)



Planning her next move, HeyYou decides subterfuge is in order, and sneaks up the ladder to the first level... She finds a room full of gears and HISSING STEAM, with many terrified gnomes hard at work under the watchful eyes of three villains...





HeyYou uses her Stealth to crawl behind pipes and slip through clouds of steam, quietly alerting the gnomes to her presence...

HEYYOU

Give this gnome my +1 dagger.

DUNGEON MASTER

He accepts it.

HEYYOU

Scurry away into the mist.



HeyYou then gets a plan and creates her illusory duplicate, drawing the other 2 baddies to the third, luring them all into a corner...



HeyYou then sneak attacks, gaining a surprise round! And through good tactics, a little luck, and a Fate Point, she manages to take out the trio!

BUVVIE

There are more up above! The controls for the city are in the head!

HEYYOU

I look around with a blank and pointed stare that says, "I expected more gnomes to be involved in that fight."

BUVVIE

Oh, we can't fight. We're just engineers!

DUNGEON MASTER

The other one is admiring his shiny new +1 dagger.

HEYYOU

I point at my magical dagger in the gnome's grubby little tasty fingers.

DUNGEON MASTER

He hides it behind his back.

HEYYOU

Let him keep it. HeyYou secretly marks all gnomes as targets for theft and mischief.

DUNGEON MASTER

He excitedly moves the blade this way and that, watching the light reflect off of it. Starts taking notes on a piece of parchment.

HeyYou climbs the ladder to the next level, all GAME OF DEATH meets DIE HARD style, but her Stealth roll does not quite do the trick this time...

GORO

WHO ARE YOU?



HeyYou casts mirror image and after taking a brutal strike from Goro, manages to lose him in the mist, and scamper up to the next level...



Encountering another challenging opponent on the next level, HeyYou manages to again slip away, hiding among the noisy machinery and clouds of steam and get up to the final level—the head!



HeyYou engages in a grueling battle with the Emperor, slowly whittling him down while her mirror images vanish one by one!

DUNGEON MASTER

He backs away, and turns for the controls!

HEYYOU

I use my bonus action to knock him down.

HeyYou rolls: $1d20 + 2 + 0 + 4 = 12 + 2 + 0 + 4 = 18$

Dungeon Master rolls: $1d20 + 4 = 16 + 4 = 20$

DUNGEON MASTER

He leaps over you and reaches the controls! He throttles up – the statue quickens its pace. Through the eyes you can see that you are bearing down upon Greyhawk! Not much time left!

HEYYOU

Disable the controls!

DUNGEON MASTER

I'll let you roll Diarm Traps to figure out how.

HeyYou rolls: $1d20 + -1 + 0 + 2 = 13 + -1 + 0 + 2 = 14$

DUNGEON MASTER

You hit a lever and the statue comes to an abrupt halt. But he gets an Opportunity Attack!

Dungeon Master rolls: $1d20 + 8 = 3 + 8 = 11$

DUNGEON MASTER

You duck under the blade, rolling away! Go!

HEYYOU

I'm going to shove him back 5', away from the controls!

HeyYou rolls: $1d20 + 2 + 0 + 4 = 6 + 2 + 0 + 4 = 12$

Dungeon Master rolls: $1d20 - 1 \Rightarrow 11 - 1 = 10$

DUNGEON MASTER

He stumbles back! But then, he takes a swipe – not at you, but at a steam pipe! A burst of scalding steam blasts out toward you – roll a Dex save!

HeyYou rolls: $1d20 + 3 + + 1 = 20 + 3 + + 1 = 24$

HEYYOU

HA!

DUNGEON MASTER

He easily dive out of the way!

The battle continues, until the Emperor is down to only 1 hp! Then, with a mighty shove, HeyYou knocks him back through the trap door! He falls down to the ladder, breaking upon the floor of the level below.

The gnomes, seeing the bad guys' leader defeated, rise up and overwhelm the last two!

HeyYou then takes command of the city's controls!



HEYYOU

Make it dance.

DUNGEON MASTER

Roll Perform.

HeyYou rolls: $1d20 + -1 + 0 = 20 + -1 + 0 = 19$

HEYYOU

Nat 20!

DUNGEON MASTER

It dances like Michael Jackson.

HEYYOU

lol

DUNGEON MASTER

Down below, the city cheers!

A huge, multi-day festival is then thrown in HeyYou's honor! Much to her utter bafflement, she suddenly finds herself the object of everyone's admiration, with an artist even taking her sketch so he can build a statue in her honor!

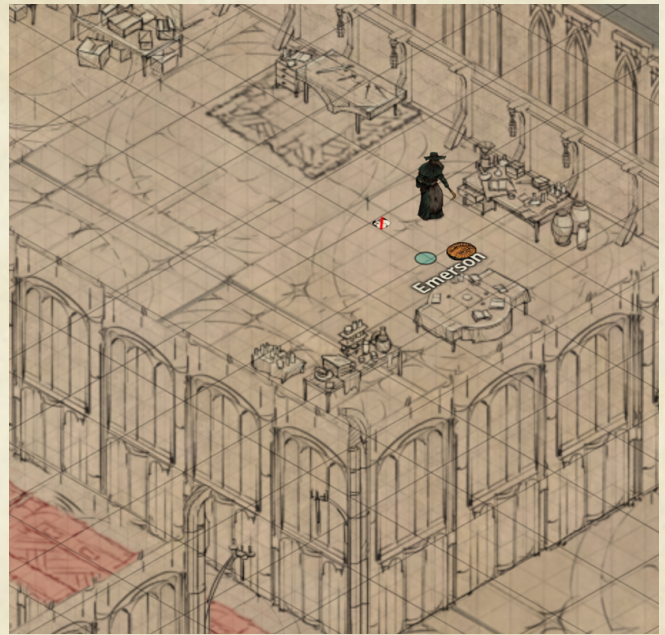
HeyYou also gains a SECOND Legendary Ally! The gnome city, called the Godslayer, can be summoned for exactly one battle in the campaign. It must be outdoors, however.

After days of celebrating, HeyYou decides to continue searching Greyhawk...

HEYYOU

HeyYou emerges into the light of the street rubbing a swollen belly under a newly dry-cleaned overcoat.





Then, after making her deposit, HeyYou decides to go get some culture and check out the city opera...



ROYAL OPERA HOUSE

H8: Royal Opera House

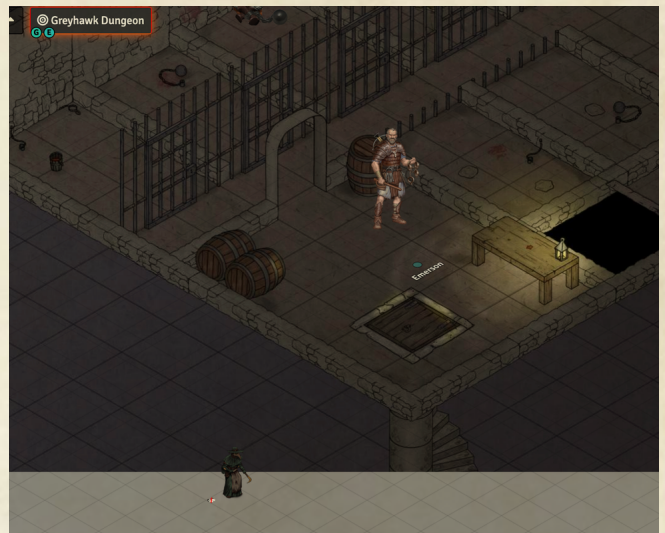
From its name onward, this building is an example of Greyhawk trying to be a little grander than perhaps it really is. Though its architecture is unsurpassed in elegance and intricacy, its current state of disrepair is becoming a city disgrace.



And while there, HeyYou finds another coin—she's on a roll!



Having had enough culture for the day, HeyYou next decides to check out the Greyhawk Dungeon...





HEYYOU

I give each of the prisoners 5gp to spend when they get out. (Trickery cleric.)

DUNGEON MASTER

They are shocked and grateful.

HeyYou then investigates the Grand Theater...



VAGROM

Hey Smokey, what do you call an orc with two brain cells?



SMOKEY

Pregnant!



HEYYOU

lol Is this that striped pants guy?

DUNGEON MASTER

Yup. He's made it to the big time!



HEYYOU

Hey, I know these guys. I keep an eye out for rollercoasters.



Eventually HeyYou wanders over to the proprietor...



She informs HeyYou that the theater has been subjected to late-night vandalism. She offers a reward if HeyYou can capture the perpetrators. HeyYou climbs into the rafters to stake the place out, but falls asleep. After nightfall, long after everyone has gone home, she awakes to the sound of vandalism, and finds 3 mercenaries tearing the place up!



After defeating them, HeyYou learns that they were hired by the Beggars Guild, who was seeking vengeance for the theater not allowing them to beg outside during performances. HeyYou collects her reward, and the following day, decides to check out the Greyhawk College...



HeyYou is delighted to find a kobold professor...



HEY YOU

I take my alchemy junk out of my doctor bag (Oh, THERE'S that damn face) and show him what I got.

DUNGEON MASTER

He gets all excited, hopping from foot to foot.

HEY YOU

"Well, then, it is so nice to meet a fellow civilized member of the folk. I can only assure you of the horrors I've endured among these nonsensical and inarticulate buffons."

GRONT

"I daresay, it is splendid to speak with a civilized being again. And one with far less hair than these chattering baboons!"

After pleasantries, HeyYou continues searching around, and discovers a clone of Elminster on the roof of the college...



ELMINSTER CLONE

Hello, there. You are HeyYou, if I'm not mistaken? I hope you are well prepared for the Championship Games.

HEY YOU

HeyYou nods.

DUNGEON MASTER

He offers you his pipe.

ELMINSTER CLONE

I know how much you like to collect things.

HEY YOU

Take it and return his tobacco. Show him the black dragon scales.

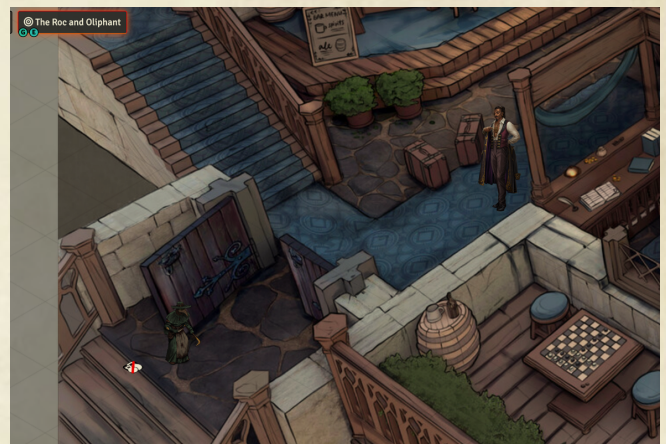
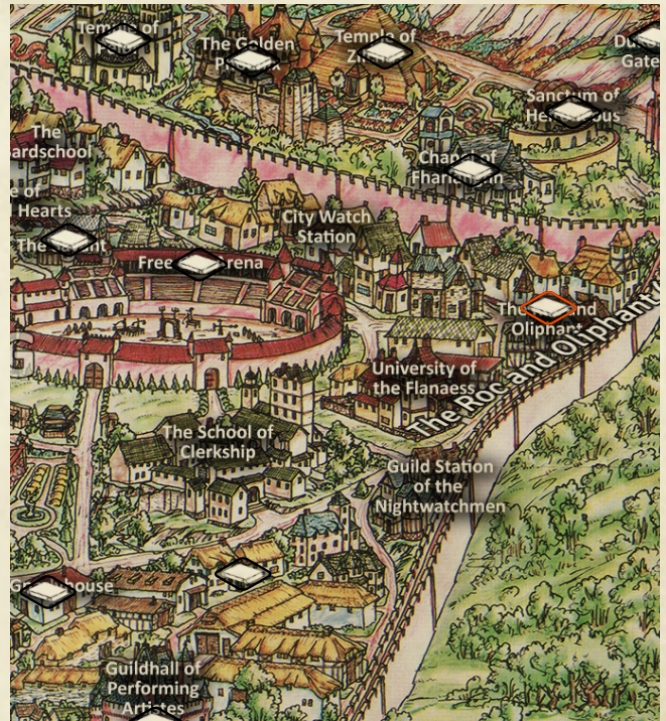
ELMINSTER CLONE

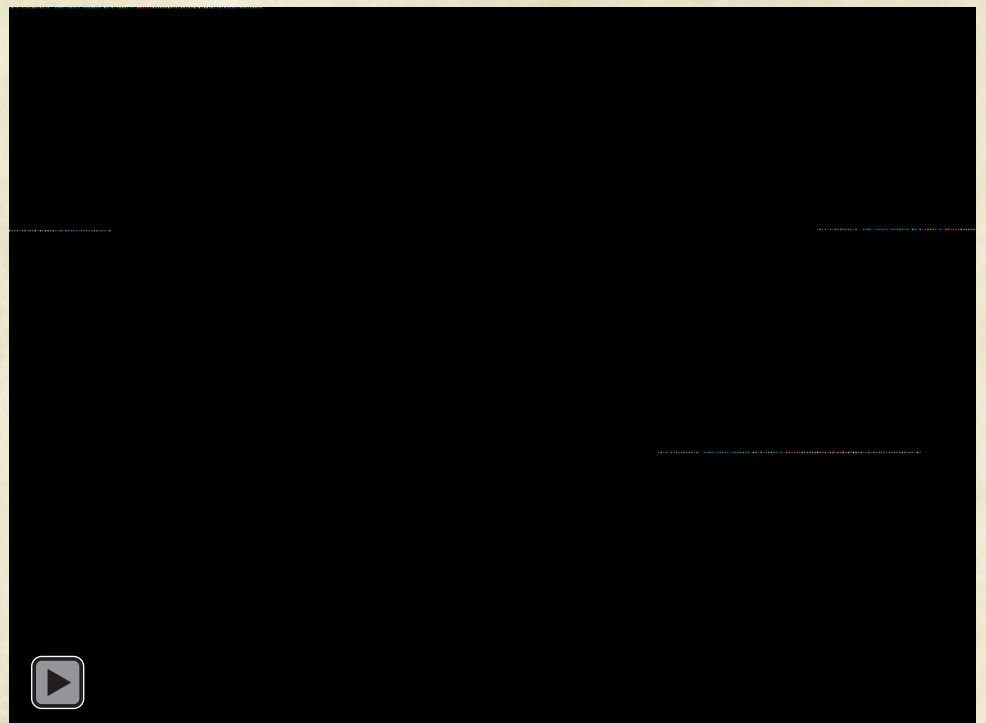
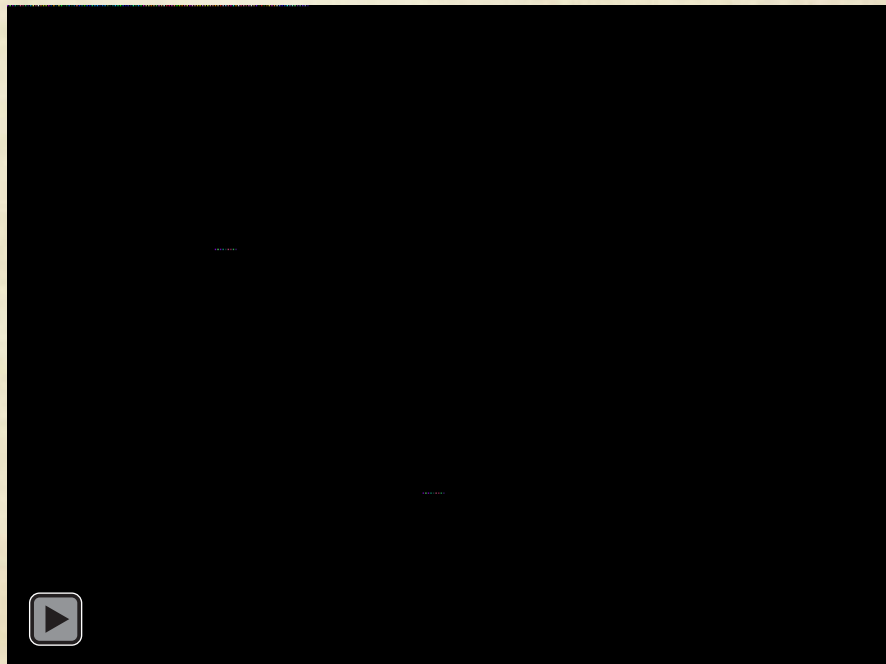
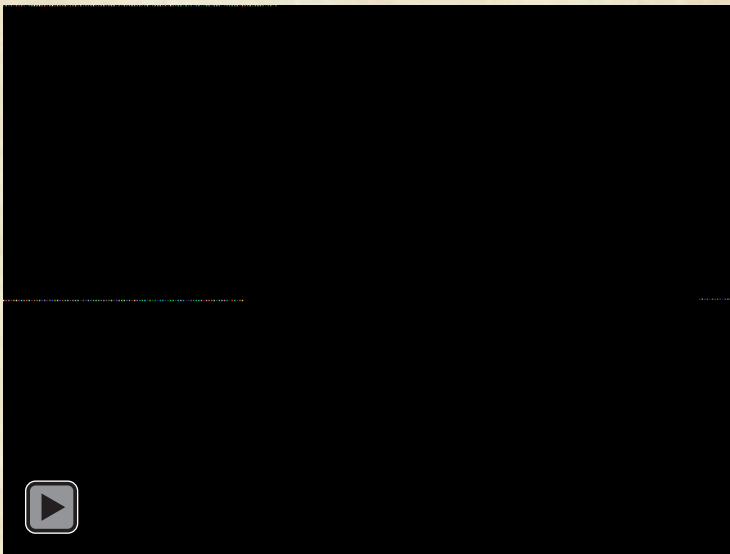
Ah, very nice fine. Hard earned, no doubt. You should hold on to these. Dragon scales are hard to come by.

HeyYou

HeyYou nods in thanks.

HeyYou then leaves the college and heads to the Roc & Oliphant to grab some dinner...





After her meal, HeyYou heads over to the University of Magical Arts...





HeyYou approaches Tasha, who asks him a favor...

IGGWILV AKA TASHA

Hello, my little friend. I have a favor to ask of you. My mother has gotten herself into trouble. She is obsessed with finding a way to cheat death. So she long ago transformed her home into an interdimensional gateway so she could explore the multiverse in her search for an answer. However, it seems she has gotten herself trapped in one of them. Her home is in the woods, just north of the city. If you free her, you will be handsomely rewarded. Her name, by the way, is Baba Yaga.





That night, HeyYou heads into the woods, following Tasha's directions to the hut of Baba Yaga...



HeyYou is surprised by the nature of the house, and warily climbs the ladder to the front door...



HEYYOU

Is the house... um... watching?

DUNGEON MASTER

Yes. The giant, wet orb swivels to stare.

HEYYOU

I wave carefully.

DUNGEON MASTER

It blinks at you.

HeyYou decides it's wiser to try the side door...



The White Rabbit and the Imp explain that their mistress, Baba Yaga, is trapped in the multiverse, and if HeyYou hopes to free her, she should enter the circle. It will transport her to the “staging area”, where she can choose which world to go to first. In each world, she will find another one of Baba Yaga’s huts, which resembles this one. She must enter the front door of the hut to collapse the portal anchor to that world, which will send her to the next one, and so on until she finds Baba Yaga and frees her. HeyYou understands, and enters the circle...



HeyYou sneaks upstairs...



IMP

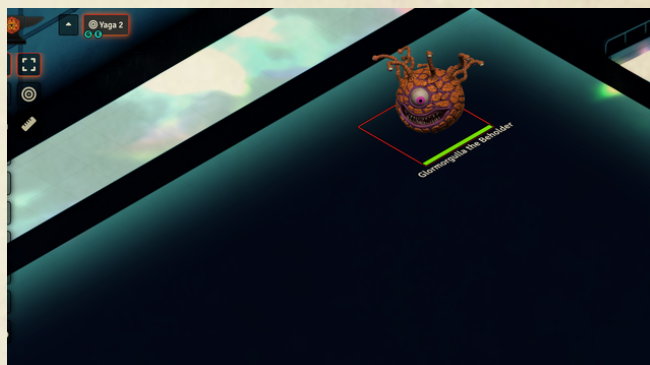
Hello!

THE WHITE RABBIT

Did Tasha send you?

HEYYOU

HeyYou nods.



Glormorgulla the Beholder explains that HeyYou must choose a door to begin her journey, but it was decided to wait until next session, when (hopefully) more of the team would join her. So this is where we left off... until next time!



Initializing World...

Corvus joined.

Raava joined.

HeyYou joined.

Damia joined.

NOTE: Damia was the only player to be present the entire session; Corvus had to leave halfway through, and Raava and HeyYou joined halfway through. So in the beginning, it was just Damia and Corvus, who were instructed by the beholder to enter one of the doors...



They choose a door, and the moment they step through, they are transported to a rooftop in a city unlike any they have ever seen before!

Though disoriented, they barely have time to get their bearings before they come under attack by SECURITY DRONES mounted with submachine guns!



COVRUS

Whaaaa...?

After destroying the drones, they look around at the city below, spreading out like a glittering mantle of stars all around them...



DAMIA

Where the f%*@ are we?

HARLEQUIN

That is an excellent question.



HARLEQUIN

You are on Earth, year 2065. And where are you curious lot from?



CORVUS

A different reality.

HARLEQUIN

Ah. As I suspected. You have come to free Baba Yaga?

CORVUS

Yes.

HARLEQUIN

Her hut is in the neighborhood below, but beware... a go-gang has taken it as their own and now guard it.

DAMIA

What is a go-gang?

HARLEQUIN

They are a group of misfits. Heavily armed misfits, though. So be careful.

DAMIA

Do they burn?

HARLEQUIN

Quite. If you go downstairs, you will find a bar. Leave the bar through the front door, and follow the streets. Oh – and welcome to Seattle, chummers.

They head down to the bar...



CORVUS

Is beer still beer here? If so, I'll have one.

NOMAD

Beer? That'll be 20 nuyen, partner?

CORVUS

Oh... nevermind.



After looking around for a moment, they decide to head outside...



After stepping out into the night, they start looking around, asking people for directions to this “go-gang”. Most people seem to dislike this gang and are happy to give them directions...





Eventually they stumbled upon a Mr. Johnson...



MR. JOHNSON

Hello, friends. You don't look like shadowrunners. But I've been wrong before.

CORVUS

What makes you think we don't look like shadowrunners?

MR. JOHNSON

Not enough firepower.

DAMIA

Oh, we have firepower.

MR. JOHNSON

You lookin' for work?

CORVUS

What kind of work you offering?

MR. JOHNSON

In the world of shadows, always somethin' needin' to be done.

CORVUS

And what are the rewards?

MR. JOHNSON

Plenty of nuyen for those that survive the run.

DAMIA

I dunno. Not sure I'm in to nuyen. I take it you're not the go-gang?

MR. JOHNSON

Oh, you looking for those clowns? They're down another block. They found some magic hut. All excited about it. But you seen one magic hut, you seen 'em all.

DAMIA

I think we should take care of that problem... We might be back for some nuyen if we find a place to use it...

MR. JOHNSON

Suit yourself. You know where to find me.

They continue on their way...

CORVUS

What a magical place!



CORVUS

Except for the urine smell...

DAMIA

Yeah, those lights seem to have a fire inside them... very weird.

They head down another block...



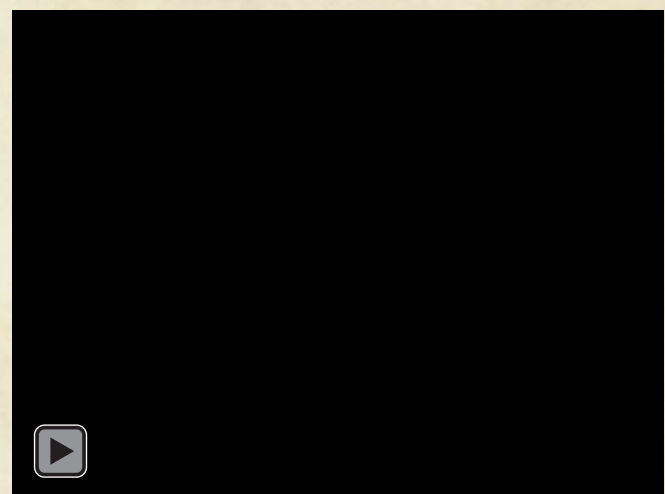
CORVUS

Could get lost for a lifetime in a place like this.



DUNGEON MASTER

That's why they call it the Seattle Sprawl!





DAMIA

I think I see the hut!



CORVUS

I want that guy's metallic steed!

The go-gangers don't take kindly to the 2 strangers entering their territory, and a battle ensues! Corvus uses his brass horn of Valhalla!



After the battle, they scramble up to the hut's door and enter – and are instantly transported to the next world!



CORVUS

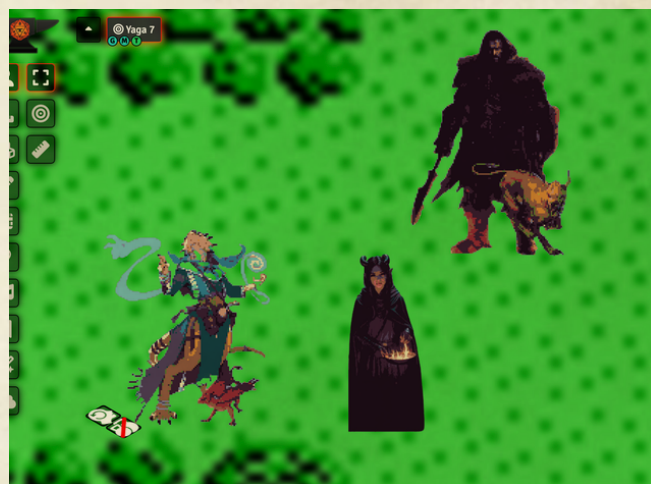
Whaaaaa lol. Things have taken a truly unexpected turn!

DAMIA

Everything is so cubic!

DUNGEON MASTER

And you yourselves have become pixelated!



DAMIA

Are these people friendly? I say hello.



TOWNSPERSON

Hello! Welcome to the town of Endor! Have you champions come to defeat the evil Necrosaro?

DAMIA

Yeah, that sounds like us.

TOWNSPERSON

It is rumored he found a powerful magic that will make him unstoppable if he is not first defeated! A hut of some kind!

CORVUS

Anything else you can tell us to give us an advantage?

TOWNSPERSON

He is vulnerable to fire!

DAMIA

Wait, what?

CORVUS

Thank you, friend.

They decide to check out the shops and other NPCs before leaving, eventually finding one that has a peculiar offer...

TOWN CLERK

Would you like to save your quest's progress?



DAMIA

Damia wonders what that even means.

TOWN CLERK

If you should perish, you will restart at this save point!

DAMIA

I'm beginning to like this realm. Yes.

DUNGEON MASTER

DUN DUN DUN!!! QUEST SAVED.

TOWN CLERK

Good luck, heroes!

They then leave the town, searching for the tunnel rumored to house this evil Necrosaro...

CORVUS

This realm is enormous...



Players ^

Demaster [GM]

nael [Damia]

is [Corvus]



2

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They are quickly confronted by minions of Necrosaro!



After defeating the monsters, the heroes push deeper into the tunnel cave, and come face to face with Necrosaro, who continuously mutates and becomes more powerful as he takes damage!

Spotting the dancing hut of Baba Yaga on the other side, they enter the tunnel...



Fortunately for them, Necrosaro has vulnerability to fire, and Raava showed up! Damia's fire sorcery coupled with Raava's new spell, flaming sphere, they manage to deal devastating damage while Corvus held the front line!





At last, the mighty Necrosaro is brought low!

NECROSARO

NOOO!!! IMPOSSIBLE!!! I CANNOT DIE!!! I... CANNOT... DII iiiieeee....

DUNGEON MASTER

You have vanquished Necrosaro!

DAMIA

Damia does Final Fantasy dance.

Afterward, the group heads to the hut...



BABA YAGA

Ah, thank you for rescuing me and setting the multiverse back in order! For that I will not devour your souls!



BABA YAGA

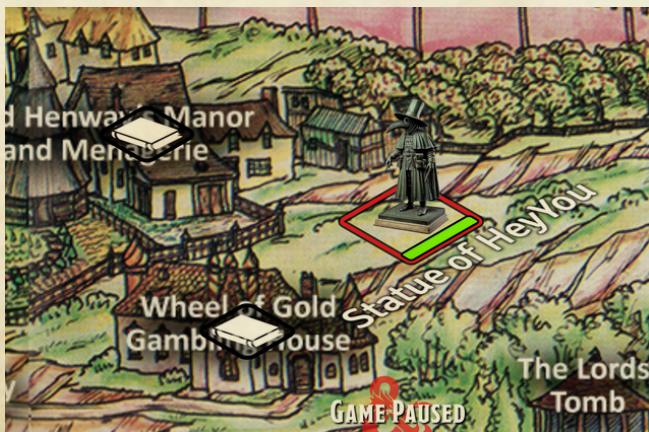
I am sure my no-good daughter sent you to rescue me? I suppose I should thank her. But if you're expecting a reward for your troubles, you'll need to get it from her, not me! BEGONE!

Baba Yaga waves her hand contemptuously, and the players vanish in a FLASH of bright light, finding themselves back in Greyhawk!



After heading back to Tasha, the group decides not to collect the 100,000 gp reward and instead take her up on her offer to be a Legendary Ally!

They also see that the city of Greyhawk commissioned a statue of their new hero, HeyYou!



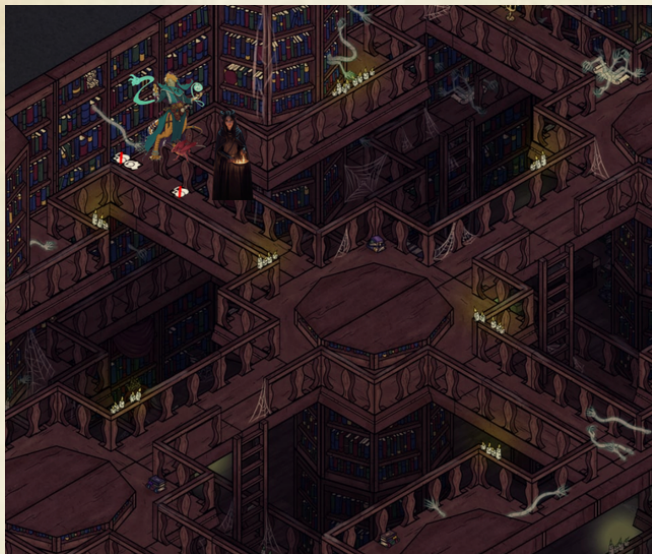
After getting a good night's rest back at the Green Dragon, the group heads out to continue exploring the Free City. Their first stop was The Low Seas tavern...



THE LIBRARIAN

Ah! Perhaps you want Bigby's Treatise on the Shadow Realm? No one has checked out that tome in many a year! Top floor, northern wall, toward the middle.

They head there and after pulling the book from the shelf, discover a secret door!



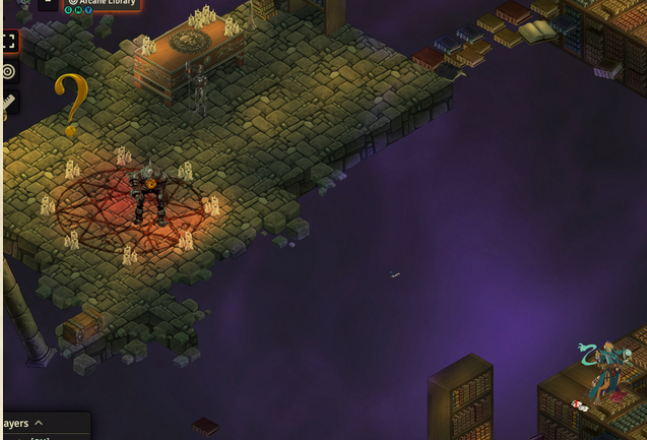
Within the secret chamber, actually a pocket dimension in a demiplane, they find the rumored sorcerer – now a tortured arcane spirit known as an allip!



The combined sorcery of Damia & Raava prove to be too much for the spirit, which they quickly destroy, before heading deeper into the demiplane...



They quickly come upon a couple of suspicious-looking automotons...



RAAVA

Should we attack?

DAMIA

I'm not sure they're bad guys...

One of the automotons spots them...



CLOCKWORK WATCHMAN

I say, might I have a word?



HEYYOU

Not my department.

DAMIA

Sure. What is on your mind, automoton?

CLOCKWORK WATCHMAN

My compatriot here was trapped ages ago by a human sorcerer whose quest for arcane knowledge eventually destroyed him, transforming him into an allip. My friend here has since run out of energy. If you could be so kind as to donate some gold so I might rekindle him, I'm sure we could come to an arrangement that would be most beneficial to us all.

RAAVA

How much?

CLOCKWORK WATCHMAN

3,000 gp.

DAMIA

Ooo, that's a lot. HeyYou?

HeyYou pays without hesitation, pouring the gold into the back of the machine...

HEYYOU

Everyone ready for this to go sideways?

DUNGEON MASTER

Its eyes light up, and the orange center FLARES with a menacing glow! It turns and looks straight at you!!!

MARUT

Thank you.

DUNGEON MASTER

You now have the Marut as a Legendary Ally!

RAAVA

So glad we didn't attack!

After collecting their 4th Legendary Ally, the group heads back into the city to do some more exploring...

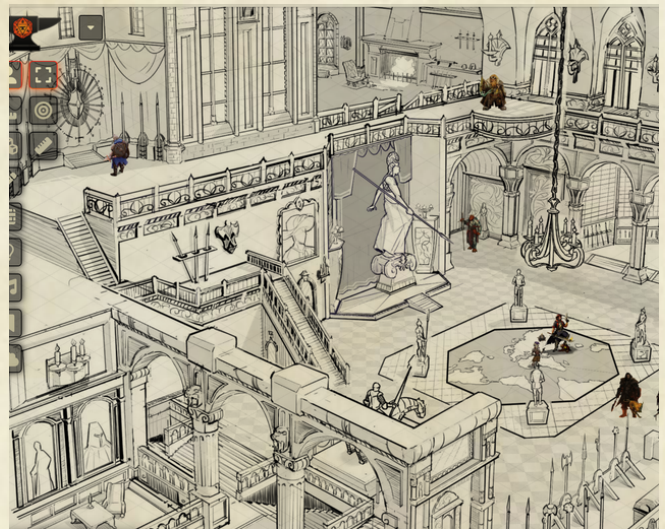
The Black Dragon Inn...



Sage's Guildhall...



Mercenary Guildhall...



The Old Mill...





Fruit of the Mill...



They then went to the Moneylender's Guild, where they found the final coin!



After finding the 4th and final coin, they were given a choice – a reward of 200,000 gp, or having Elminster as a Legendary Ally. They wisely chose the latter.

Next they decided to check out the Foreign Market...





FOREIGN QUARTER - ITEMS

ITEMS AVAILABLE

Standard armor, weapons, and equipment from the PhB, plus the following:

Ring of Mind Shielding (20,250 gp)

Potion of Vitality (2,772 gp)

Potion of Healing x10 (55 gp each)

Potion of Greater Healing x7 (155 gp each)

Potion of Superior Healing x5 (450 gp each)

Potion of Supreme Healing x2 (1,065 gp each)

Potion of Diminution x1 (660 gp)

Potion of Climbing x9 (693 gp each)

Potion of Gaseous Form x1 (990 gp)

Potion of Animal Friendship x1 (149 gp)

Necklace of Prayer Beads (6 beads: x1 blessing, x1 curing, x1 favor, x2 smiting, x1 wind walking) = 6,000 gp



The Golden Phoenix...



The Sanctum of Lathander...



Chapel of Selune...



The Barge Inn...





The Temple of Kelemvor...



AHIDO

Those who read THE SHACKLED CITY synopses might remember Ahido. When the head priestess of Kelemvor in Cauldron – Embril – was revealed to actually be a Cagewright, Dallen had sent word to the temple (this temple) in Greyhawk, alerting them of the blasphemy. They sent Ahido, who arrived to help defeat the Lords of Oblivion.

The City Watch...



Justice Square...



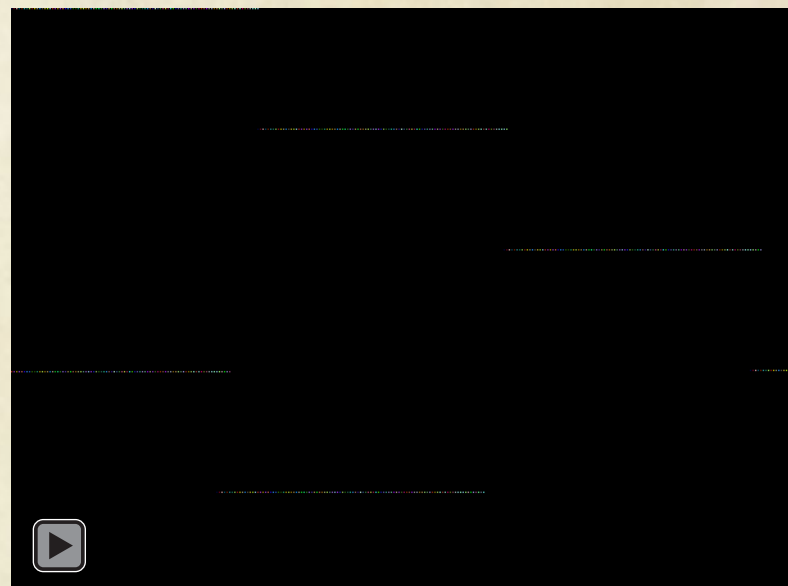
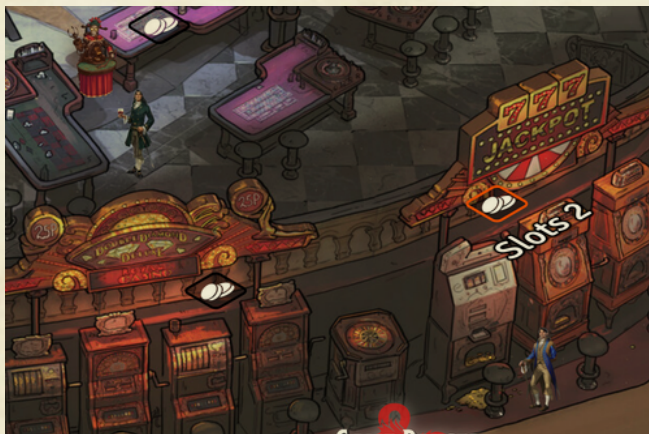
The Red Serpent Restaurant...



And last but not least, they went to the Patrician's Club for some gambling!



And this is where we left off... until next time!





A HUT WITH LEGS. FINALLY SOMETHING IN THIS CRAZY
realm that makes sense!
— Corvus the Barbarian, *while navigating the grimy*
streets of Seattle, 2065









CHAPTER 10

The Champion's Belt



Initializing World...

Corvus joined.

Raava joined.

HeyYou joined.

Damia joined.

The party is summoned to Eligos's home once again, and told it is now finally time for the Championship Games. They are also introduced to an NPC send by the Chultan House to help – a human fighter by the name of Raylen...



RAYLEN SALMAER



Eligos explains that tonight – the night before the games begin – there is a traditional feast hosted by the Lord of the Games, Raknian. Raknian is the ex-gladiator they suspect of being a member of the Ebon Triad and who sent assassins after them when they first arrived in Greyhawk.

Eligos cautions them not to confront him, however, but to keep their eyes open...

Eligos goes on to explain that the way the games work is that the group will need to fight through 3 different battles, taking only Short Rests between each. If they make it that far, they will then confront a monster whose identity is secret – people only know it's "big".

The monster, selected by last year's champions (captured in the wild for this purpose), is the final test before they may challenge the final team for the Champion's Belt.

With that, the players head to the feast...



The feast gives the players time to size up their opponents and develop strategies. They avoid speaking to Raknian (who remains near his tiefling bodyguard Bozal), and instead swap around magic items and potions and come up with a game plan on how they will handle the proceedings. They settle on saving Corvus's horn of Valhalla and their Legendary Allies for the final rounds.



Damia inquires about the names above the groups...

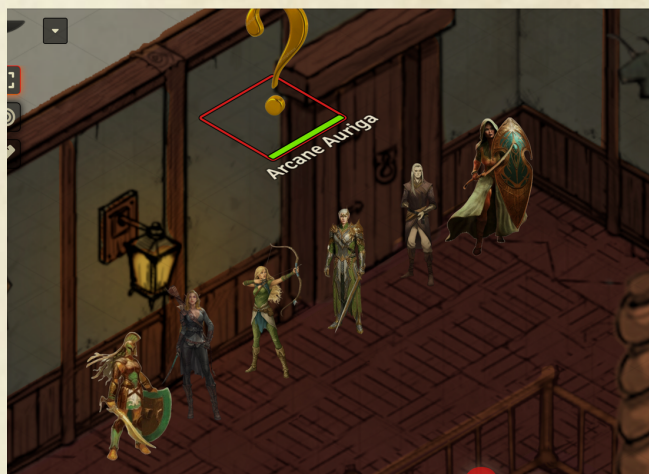


DUNGEON MASTER

Each group is together with their name above them.



Ah, okay. Got it. They all look flammable to me.



CORVUS

Any food?

DUNGEON MASTER

Of course! It's a feast!



CORVUS

HeyYou takes off their mask and starts eating directly from the plates.

CORVUS

Well, I lost my appetite.



[11/30/2024, 10:33:05 AM] Corvus Drum Musical Instrument A drum, of any variety, to evoke awe, wonder, or fear in your audience. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus. Each type of musical instrument requires a separate proficiency. Use Drum

Corvus rolls: $1d20 + 1 + 0 + 3 = 16 + 1 + 0 + 3 = 20$

DUNGEON MASTER

Corvus starts drumming, drawing an appreciative crowd.

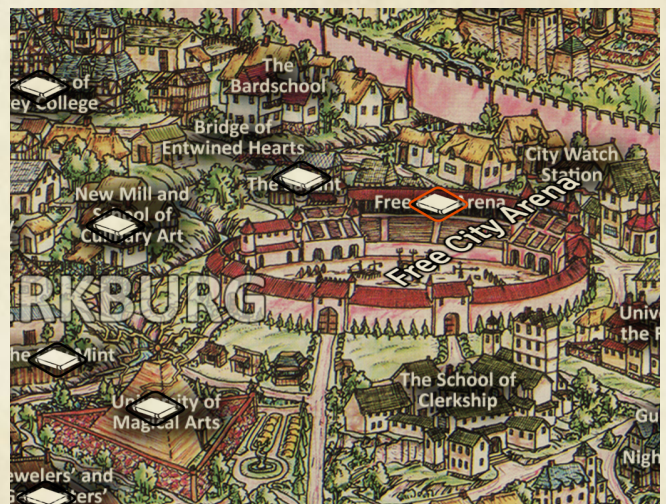
CORVUS

Psyching out the competition with my mad drum skills.

HEYYOU

Quite nice.

The next morning, the players head into the Greyhawk Arena...



ROUND ONE



LORD RAKNIAN

LET THE GAMES BEGIN!

Verryn of Neverwinter charges Corvus!

Verryn of Neverwinter rolls: $1d20 + 5 = 1 + 5 = 6$

DUNGEON MASTER

Verryn trips and falls on his face!



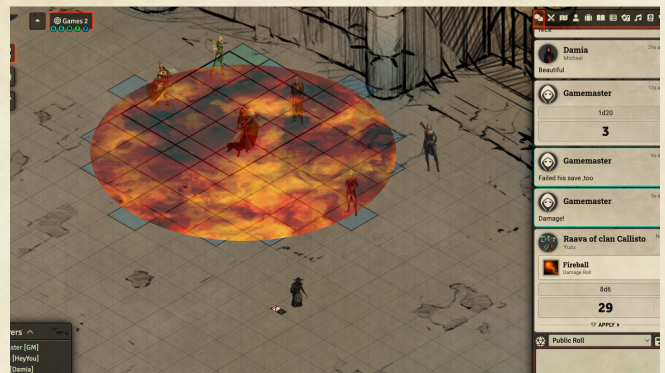
RAYLEN

HAHAHAHAHA!!!

HEYYOU

HeyYou slow claps.

The battle gets tougher for the PCs from there! Damia discovers a new tactic of using her newfound wand of web at the start of combat, as she often gains the highest initiative. Despite using a few spell slots and a handful of Fate Points, the PCs manage to get through the first battle without having to pull out any of their big guns.



The battle drains a few more of their Fate Points, spells, and healing potions, but they were still feeling confident going into the next battle.

ROUND TWO



The second battle begins with Damia webbing four of their opponents, and Corvus quickly taking 12 damage from an arrow (of course). But soon, Raava, now 5th level (like the rest of the party), uses her new spell...



RAAVA

Fireball!



ROUND THREE





It's clear right away in the third battle that there are some heavier hitters, so Corvus uses his horn of Valhalla!



It turns out to be a very wise move, as the damage output by this enemy team is very significant!

Throughout the battle, the crowd continuously chants "HeyYou! HeyYou!" who quickly becomes a fan favorite!



ROUND FOUR

LORD RAKNIAN

It is customary that the challengers of the Championship Belt first face a monster that last year's winners managed to capture for this event!

HEYYou

Do we get to do that?

DUNGEON MASTER

If you win.

CORVUS

Nice.

HEYYou

Let's make the final boss of this campaign the next monster. How humiliating.

DUNGEON MASTER

The gate below Raknian slowly lumbers upward, like Luke in the rancor pit, revealing...



HeyYou gets initiative and dashes forward and moons the beast!

DUNGEON MASTER

The crowd goes nuts!



Corvus charges forward and strikes it, but before they know it, both HeyYou and Corvus are snatched up in its tentacles!



[11/30/2024, 1:24:36 PM] Raava of clan Callisto Chromatic Orb 1st Level • Evocation You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

RAAVA

Lightning based.

DUNGEON MASTER

The lightning seems to dissipate across its wet, rubbery skin, lessening the damage! Damia, go!

DAMIA

Hmmm... test fire bolt.

She scores a crit, but...

DUNGEON MASTER

Likewise, the bolt seems to be less effective than it should be...

On their next turns, the two sorcerers adjust tactics. Raava first with ray of frost and Damia...

DAMIA

Transmuted to cold damage, upcast to 3rd level (4 projectiles):

[11/30/2024, 1:31:17 PM] Damia Scorching Ray 3rd Level • Evocation You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged Spell Attack for each ray. On a hit, the target takes 2d6 fire damage. Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

DUNGEON MASTER

NICE. Four rays of sizzling BLACK FIRE erupt from your outstretched palms!

HEYYOU

Cool.

They take the beast down after a few rounds, and then await the beginning of the final battle of the games!

[11/30/2024, 1:36:26 PM] Corvus Drum Musical Instrument A drum, of any variety, to evoke awe, wonder, or fear in your audience. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus. Each type of musical instrument requires a separate proficiency. Use Drum

Corvus rolls: $1d20 + 1 + 0 + 3 = 18 + 1 + 0 + 3 = 22$

DUNGEON MASTER

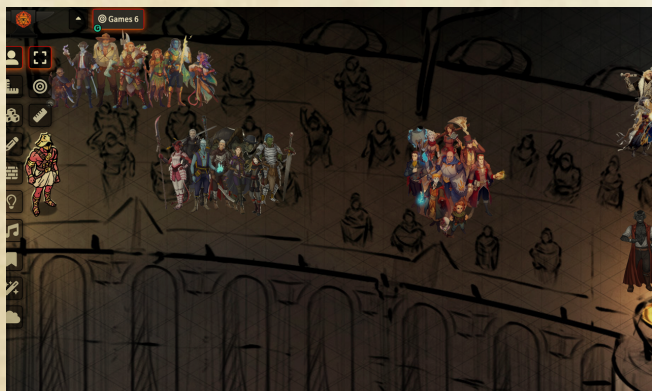
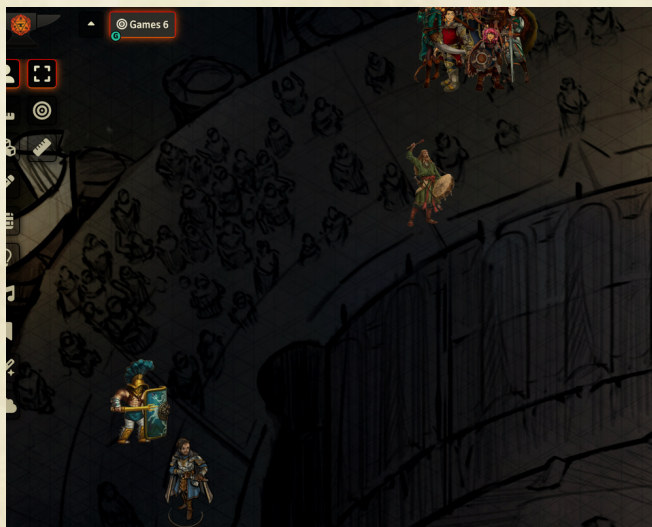
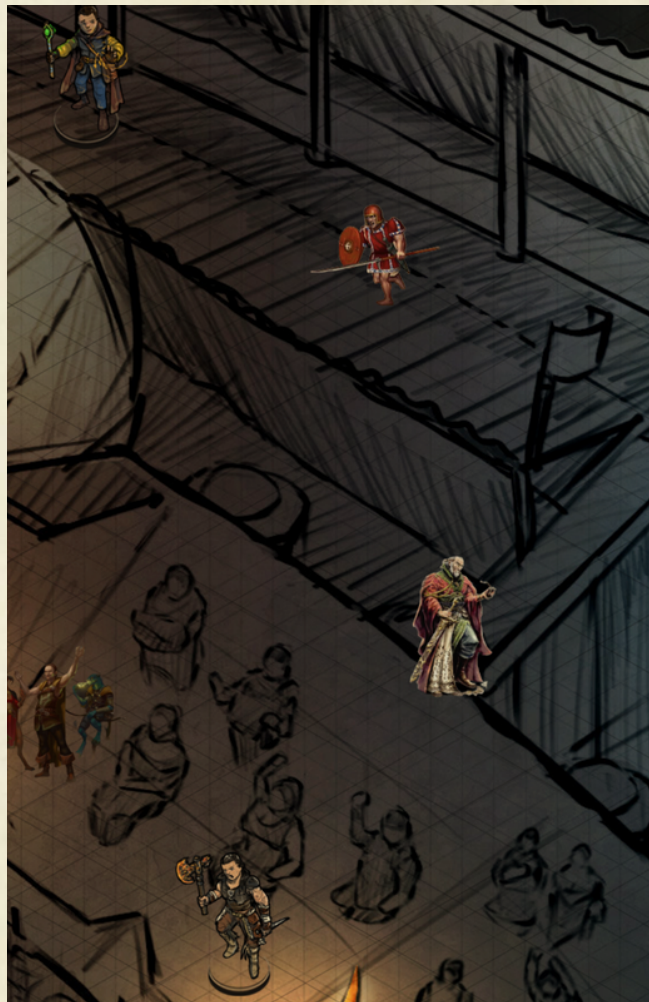
The crowd stands to the beat! It's like LIVE AID.

HEY YOU

Man, you're good at that thing.

CORVUS

They love us!





ROUND FIVE



The final battle against the champions begins, but soon...

DUNGEON MASTER

As the first deaths happen, Raknian suddenly laughs...

LORD RAKNIAN

THAT IS THE FINAL AMOUNT NEEDED TO COMPLETE THE RITUAL! HAHAAAA! THE BLOOD SACRIFICE IS AT HAND!

HEYYOU

hmmmm...

CORVUS

Uh, oh...

DUNGEON MASTER

There is a deep rumbling and the ground shakes, and then – CRASH! An immense shape bursts upward from beneath the arena floor!

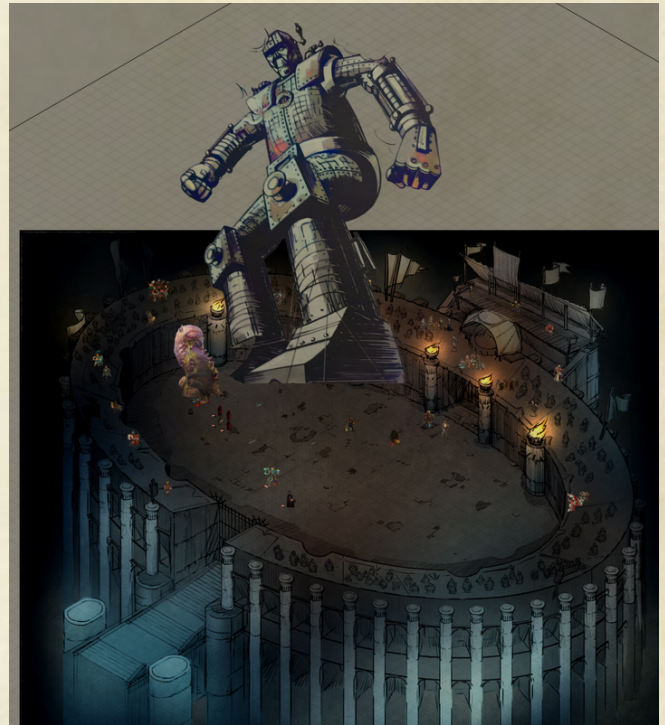


Lord Raknian and Bozal descend from their box, as the crowd erupts into a panic, and the champions flee from the arena, leaving only our heroes to face this new threat!

THE ULGATHA

The Ulgatha is the fruit of the Ebon Triad's labors. By drawing bits of energy from the Dead Three Gods, they have been experimenting with using negative energy to manipulate matter into the perfect undead being. Their earlier attempt to bring Kyuss back by giving him a material form ended badly for The Faceless One (see previous synopses), so this time they prepared the Greyhawk Areal to act as the focus of a magical ritual, funneling the death and thoughts (and the crowd's lust for) violence into the energies required to bring forth the Ulgatha. This hideous creation is itself a form of undead, but whatever it devours it regurgitates as undead! But this one has a special purpose – if it devours enough living tissue, it can vomit it out to reform it as a new vessel for Kyuss's spirit to return and bring about the Age of Worms!

When it first emerges topside, it had already been slowly growing beneath the arena, fed hapless slaves. It only needs to kill a handful of Hit Dice to be ready to give birth to the Worm That Walks!



Raava uses her twin spell metamagic to cast hold person on Bozal and Lord Raknian, freezing them both! And HeyYou calls down one of their Legendary Allies... the walking gnome city, aka EARTHSHAKER, aka... THE GODSLAYER!

The Godslayer rolls: $1d20 + 19 = 15 + 19 = 34$

The Godslayer rolls: $1d20 + 19 = 7 + 19 = 26$

The Godslayer rolls: $1d20 + 19 = 4 + 19 = 23$

The Godslayer rolls: $21d10 + 30 = 114 + 30 = 144$

HEYYOU

lol

CORVUS

wow

DUNGEON MASTER

The Godslayer STOMPS on the ulgatha for 144 points of damage! A tsunami of GUTS SPLASHES OVER HEYYOU.

HEYYOU

Save some in a bottle.

The battle doesn't last long after that... and the PCs are hailed as heroes and saviors of Greyhawk!



DUNGEON MASTER

Save some in a bottle.

The story continues in AGE OF WORMS VOLUME 5, found in the [Nerd Folder](#) !



Until next time!

